Enlightened Grimoire

A Guide for Mage 20th Anniversary Edition

Storytellers Vault

Fourth Edition

Enlightened Grimoire

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Credits

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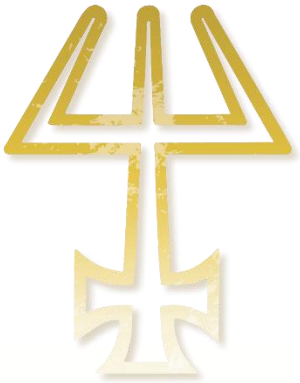


Introduction

What is this book?

This is a book that I've felt has been a long time coming in the World of Darkness. Mage: The Ascension has always had one of the most flexible magickal systems in the entire RPG industry. Unfortunately, when everything is possible, everything is difficult. The system has always needed more explanation and has often been supported by complex networks of house rules, internet lore, and examples.

The 20th Anniversary Edition has gone a long way to clarify the magical system. It has both written up the spheres as clearly as possible and included a book **How Do You Do That?** about how to do sphere magick. **How Do You Do That?** is a very effective book, and has many examples contained in it. But this is only a small fraction of the example rotes that have appeared in Mage books over the last 25 years. The purpose of this volume is to collect as many of those rotes as possible (if I have missed any that you spot, let me know and I will update) and update their mechanics to match with what is presented in **Mage: The Ascension 20th Anniversary Edition** and **How Do You Do That?**

Differences Between Editions

We're going to ignore many of the differences with how magick works between editions. The main thing we're concerned with is which spheres are necessary for various effects. This section will describe how the various editions relate to **Mage: The Ascension 20th Anniversary Edition**, to give context to the rest of the book and to help update old rotes of your own.

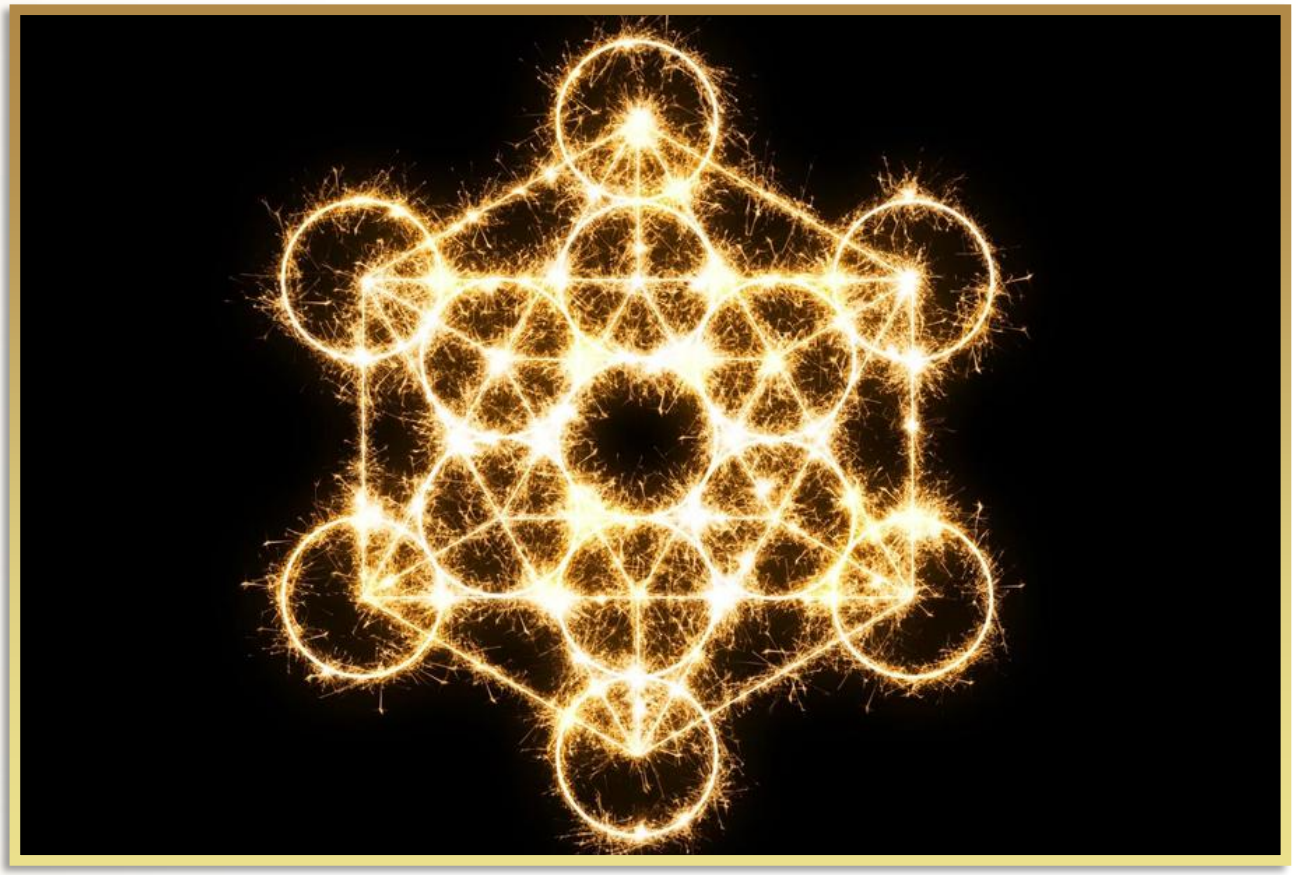
First Edition

The system of the Spheres changed drastically between First and Second Edition, as have the mechanics surrounding Magick. Although the changes from First Edition are too numerous to list exhaustively, several of the more notable ones are:

- Astral Projection now requires Mind 4, not 5
- Crafting Realms now requires Spirit 5, not 4
- Warding now requires Correspondence 4, not 2

These are changes in the flagship powers for each level of the spheres. There are many, many smaller adjustments, such as what constitutes a "major" force and what constitutes a "minor" one or what "controlling" means vs. "affecting."

Rotes from First Edition need to be handled with care also because paradigm was a new concept at the time and the Technocracy was particularly underdeveloped



compared to now, when there is **Guide to the Technocracy**, the Revised Convention Books and the upcoming **Technocracy Reloaded**. Many of the paradigmatic aspects of procedures from the first set of Convention books need to be modified to work with the current view of the Union itself. Smaller changes have happened to the Traditions as well, although their systems were more detailed from the beginning and have benefitted from more expansion.

However, these barely cover the differences, as much of the language within the game has changed in subtle ways. Rotes from First Edition should only be used after being updated carefully, with the mechanical results largely determined by the ST rather than the original descriptions, which include such things as Forces doing three damage per success. Many of them have been updated in more recent books, and both references are given when the rote is the same and given with the most recent mechanics.

Second Edition

Second Edition rules are very close to 20th Anniversary Edition rules. The changes mostly effect specific rotes, such as that Polyappearance was a Correspondence 5 rote up to Second Edition but has been Correspondence 4 since then.

Second Edition is when the magick rules started to approach their current form, with smaller modifications going to Sorcerer's Crusade (which is essentially a Second Edition spinoff), Revised and then 20th Anniversary Edition.

Here, the basic descriptions of the Spheres and the flagship abilities are approaching their current forms, with no major changes in the flagship abilities, only in what falls under which one from here on out.

Sorcerer's Crusade

Though the background and setting differ, Sorcerer's Crusade has Spheres almost identical to 20th Anniversary Edition. The list of common effects on pages 508-510 of **Mage: The Ascension 20th Anniversary Edition** are almost precisely an expansion of the list on page 241 of **Mage: The Sorcerer's Crusade**.

The most notable exceptions are:

- sharing perceptions now requires Mind 2, rather than being free
- shielding a mind only requires Mind 1
- Creating a Node is now Prime 5 whereas creating a Cray was Prime 3/Matter 3
- refining Tass has increased from Prime 3 to 4.

Revised Edition

Most spheres are virtually identical between Revised and 20th Anniversary Edition. There are three major exceptions, however:

- Warding has moved from Correspondence 2 to Correspondence 4, making it much harder to prevent access to locations
- Verbena Revised makes statements about healing others being Life 4, which are seen nowhere else in Mage and we'll disregard entirely
- viewing Avatars is Spirit 5 in Mage: The Ascension Revised, but Spirit 1, Mind 3, Prime 2 in **Mage: The Ascension 20th Anniversary Edition**.

How to Use This Book

This book is **not** a definitive guide to rotes and mechanics for magick in **Mage: The Ascension 20th Anniversary Edition**. Instead, this is a book of examples, pulling from the 25 years since **Mage: The Ascension First Edition** was published. Here, rotes, spells and procedures are all provided, updated to what spheres are currently needed to use them. Some of them have paradigm bits attached to them, but the simplest ones are just descriptions of what they do.

An attempt has been made to organize all these rotes. However, many of them fall into multiple categories, so organizing them involves many judgment calls, and so a specific rote may not always be in the first place you would expect it.

In this book, you'll find:

- Whenever magick results in something vague, but certain, it falls into **Blessings and Curses**. These effects tend to alter probabilities to make something happen, rather than require things to go exactly a particular way.
- Just as **Computers** have touched every aspect of mundane life, they have also become powerful mystical tools, and even opened new realms for Mages to explore.
- One of the oldest types of magick deals in **Divination and Fate**. Mages have always been interested in seeing places and times other than their own, and in manipulating and understanding their fate.
- **Elemental Magick** is one of the flashiest areas of magick. Often vulgar, but almost always impressive, few Mages interested in the Matter and Forces spheres can afford to ignore it.
- Reality itself falls under the power of a Mage who does **Energy-Work**. The ability to manipulate Quintessence leads to the ability to directly alter reality, and even to interfere with Paradox.
- **Enhanced Combat** consists of techniques for improving upon mundane combat. Whether a martial artist or a sharpshooter, any Mage who doesn't rely entirely on magick in a fight will still get a boost from it.
- The line between **Healing and Harming** is very thing, so much so that doctors must swear to "First, do no harm." This covers such things as direct harm, torture, and diagnostics as well.
- **Inanimate Objects** are the subject of quite a bit of magick. Alchemists have been studying transmutation for centuries, and conjuration is just as ancient.
- Some effects don't fit nicely into other categories, so we create a category, **Miscellaneous**, for them.
- Quick and instantaneous, as well as unusual **Movement and Communication** are bundled together.
- When **Mystic Perception** is specifically to aid something else, it is sorted with that, but a chapter is devoted to those effects that do not.
- **Necromancy** contains rotes involving ghosts and the dead, and particularly includes the infamous Lichedom rote.
- **Obfuscation** is all about hiding things, most often the Mage, through various means.
- Aside from travel and communication, **Space-Time Management** contains rotes about bending the structure of reality itself to a Mage's Will.
- Spirits and mystical defenses are handled in **Summoning, Binding and Warding**
- The most fundamental thing that living things do is change, so **Transformations** covers the many ways that they can do so.
- **Uncanny Influence** contains rotes detailing the various ways that a person or animal can be in the power of a Mage.
- In the **Appendix: Expanded** are expanded rules for rotes to give mechanical benefits and costs for using them, and to drive story possibilities.
- Finally, we finish with an **Index of Rotes**, listing every rote contained in this volume.

Blessings and Curses

Any effect that causes an effect without specifying HOW that effect is to be called is a blessing or a curse, depending on whether the goal is positive or negative for the target. These rotes almost all use Entropy in some way, to cause circumstances to work out, often in improbably ways, to bring about their ends.

This chapter is divided into three parts: **Flexible Use** rotes which can either bless or curse depending on the decisions of the Mage using them, **Blessings** and **Curses**.

Flexible Use

Sometimes, the same techniques than can bring blessings and good luck can also take them away, or worse, give bad luck. These rotes are flexible and leave the Mag capable of deciding when used whether they will help or hinder their target.

Balance the Scales

Tradition Book: Euthanatos (First Edition) page 67

Entropy 2 or 3, Life 2 or Matter 2 or Forces 2

With this, the Euthanatos can cause small accidents or fortunes, the Entropy 2 version works once, Entropy 3 lasts for a duration. The Pattern sphere dictates the sort of coincidences to occur.

Blight/Farmer's Favor

Mage: The Sorcerer's Crusade page 271

Life 3, Time 3 or Correspondence 2, Matter 2, optional Spirit 2, Prime 2

This rote can be used to affect the state of crops or stored food. Life 3 and Time 3 accelerate either growth or decay of crops in the field, whereas Correspondence 2 and Matter 2 can preserve or destroyed stored crops. Spirit can add an unpredictable element by requesting help from the local spirits with whichever version is being used, and Prime 2 preserves the soil from the rapid draw of nutrients.

Luck Blessing/Curse

The Spirit Ways page 90

Spirit 3, Entropy 2

The shaman awakens the spirit of a location (size determines number of successes required) and leaves some king of object or symbol for the spirit. This object causes the spirit to either help or hinder those who are there for the duration of the effect. For a longer duration, the spirit must be negotiated with directly.

Luck of the Lotus

Book of Crafts page 119

Entropy 3, Mind 2, optional Correspondence 2

The Wu-Keng can paint pictures of people and their intentions for them, and in doing so twist their luck and grant them either a good feeling aura or a bad one. When the luck invoked is bad, this rote is called "The Crippled Lotus Curse."

Namburbu

Dead Magic page 54

Entropy 4, Prime 3, Spirit 3, Correspondence 2, Life 2

This ritual doesn't read the omens like Adad, Istar, Samas, Sin and Anunnaku. Instead, it allows the Mage to reduce the severity of bad fates. First, the Mage and any assistants must seclude themselves from the world, either literally or symbolically (in a Magic Circle). Then, everyone involved must shave and wash which inhaling tamarisk incense to become pure. Then the leader sacrifices a goat and rings a copper bell. Finally, food and incense are offered to the gods as the participants request help preventing the omen from coming true.

Threefold Return

Tradition Book: Verbena (Revised) page 68

Entropy 4, Time 4

By creating a small charm to be worn or carried (most often a small mirror), the Verbena can bring the Law of Threefold Return on those they interact with. When expended, the person who acted towards the Mage will receive a benefit or harm proportional to the number of successes on this effect.

Blessings

These rotes bring about good fortune in those whom they target, and range from immediate luck on a single action, to preventing minor misfortunes in an infant's childhood through causing money and inspiration to fall into the hands of the target by chance.

Ansu Ishten

Dead Magic page 56

Entropy 3, Matter 3, optional Life 3

The Mage invokes a protective god and then recites a list of the harms they want to protect an object or person from, in rhyming couplets. This list is quite specific, and every harm must be fully mundane. Each success adds one to the difficulty of attempts to cause the fates on this list, but there is no protection whatsoever for harm not on this list.

Banishing Blessing

Tradition Book: Verbena (First Edition) page 64

Tradition Book: Verbena (Revised) page 65

Entropy 2, Mind 2, optional Correspondence 3

With three successes lasting a day and further successes extending the duration, a Mage can make someone go away. Something will come up in their lives that causes them to want to leave, whether it's a free vacation, a job opportunity, or long-lost relatives.

Baptism Rune

Dead Magic 2 page 100

Entropy 4

This rune is used to bless a newborn child, ensuring that they do not die in combat, or at least, are less likely to.

Beginner's Luck

Mage: The Ascension Second Edition page 194

Mage: The Ascension Revised page 163

Entropy 2

The first time trying some feat, the Mage gets automatic successes on their ability roll for each success on this rote.

Bless the Heavenly Flower

Dragons of the East page 68

Entropy 5, Life 4, Spirit 4

The Wu-Keng are tightly bound to the families in the communities they serve. By entering a deep trance, the Mage may travel to the Heavenly Flower Garden and cultivate the flowers of benevolence for the family of a ghost. Once they have bloomed sufficiently, that family will give birth to a baby for whom that ghost will act as a guardian. In extreme cases, that baby will in fact be that ghost reborn.

Bum a Dollar from the Universe

Tradition Book: Hollow Ones (Revised) page 61

Entropy 2, Matter 2

The Hollow One who uses this rote will just happen to come across money. Not a lot of it, but just enough for what they need.

Buzzwords

Guide to the Technocracy page 209

Entropy 3, Mind 2

Using corporate and business buzz words, the Technocrat can add successes to a roll related to the success of a business enterprise.

Caesar's Due

Tradition Book: Order of Hermes (Revised) page 67

Entropy 2 or Forces 3, Prime 2, Correspondence 3

It's a rare thing for a Hermetic to be able to hold down a day job, so they tend to come up with creative ways to pay the bills. The Hermetic sets up a circle of seven bank cards (that don't need to be active or even theirs), with Enochian sigils inscribed on them, and puts their monthly bills in the center. Prime creates an aetheric matrix for insubstantial things to pass through (namely electronic money), and then Correspondence covers an area for Entropy to move the money around in. The Forces 3 version is more brute force, and directly sends signals that the bills have been paid. It is much riskier, but possible, to use this to make money rather than just to pay bills.

Epiphany of the Muse

Dead Magic page 105

Mind 2, Spirit 2 or Prime 1 or Entropy 1

This is a formal prayer to the Muses for inspiration. By sacrificing something of value to them, good, jewelry, an artifact, the Mage is gifted with insight. Mind 2 is essential, but Spirit 2 gains the insight from a spirit, Prime 1 helps create a thought from nothing, and with Entropy the Mage lucks into it.

Games of Luck

Mage: The Ascension First Edition page 192

Technocracy: Syndicate page 47 (as Stacking the Deck)

Mage: The Ascension Second Edition page 194

Mage: The Ascension Revised page 163

Entropy 2

This rote can be used to influence the outcome of a game of chance, the Mage getting more exactly the outcome they want with more successes.

Luck Be a Lady Tonight

Fallen Tower: Las Vegas pas 120

Entropy 1, Spirit 2

Summons a spirit of luck to assist the mage.

Masquerade to Adulthood

Dead Magic page 29

Spirit 3 or Correspondence 2

A coming-of-age ritual that allows the Mage to keep the initiation involved a secret from spiritual eavesdroppers or weakens the ties of the subject to things connected to their childhood.

Midwife's Blessing

Mage: The Ascension Second Edition page 195

Mage: The Ascension Revised page 164

Entropy 4

Only able to be used on a newborn, this rote grants the child an easier life, preventing misfortunes and causing good luck to follow them.

Nobody Dies in Vegas

Fallen Tower: Las Vegas pas 119

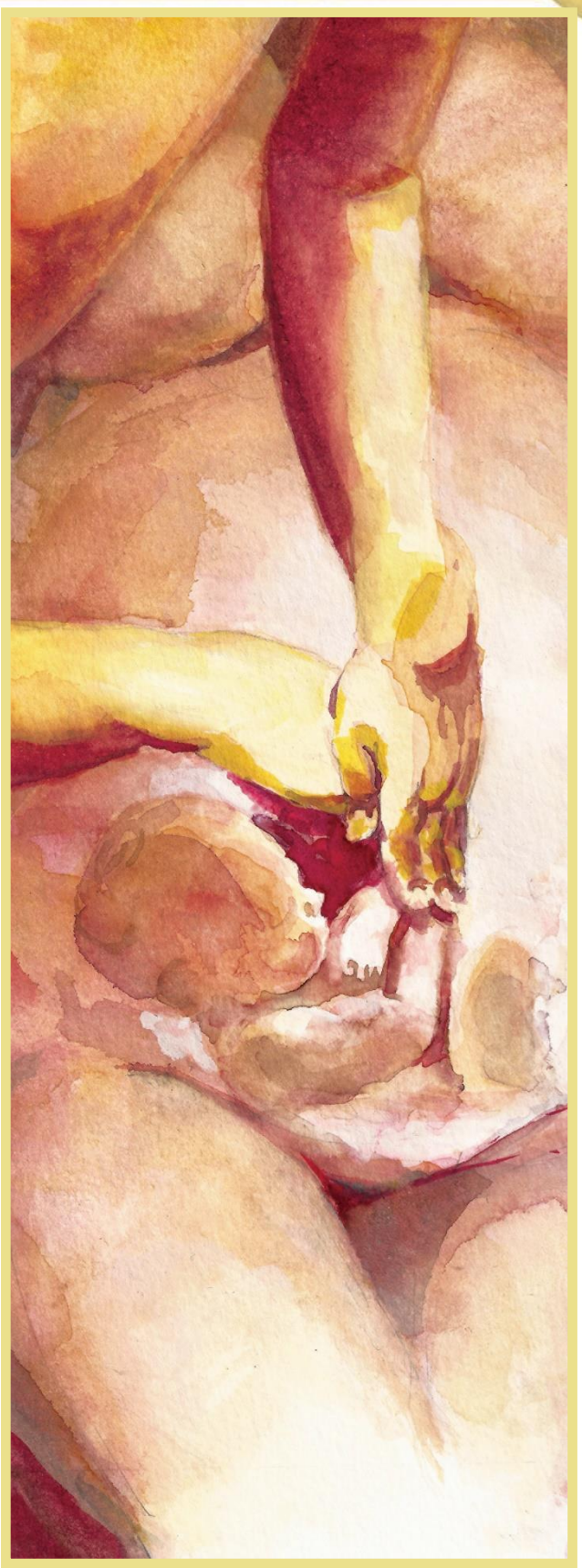
Entropy 4, Correspondence 4

There is an unspoken rule that any trouble stays out of Las Vegas to avoid disrupting business. So, if a Mage is actively leaving Las Vegas, this rote gives a +1 penalty to difficulty per success to all attempts to stop them from escaping. This protection lasts until the user escapes from the geographic boundary that is important to their pursuit, whether it be the city limits, the county line or the state of Nevada.

Reflecting Bane

Dead Magic page 30

Spirit 3 or Mind 1, optional Life 3



With a proper reflective surface, a malevolent spirit can be tricked into looking at its reflection and scaring it off. This effect can also reflect malignant thoughts with Mind. With Life, in addition to being a guard against evil influence, the subject's healing is accelerated.

Shishipat's Favor

Dead Magic page 132

Life 1

By eating goose boiled in caribou fat, the Mage ensures that the subject will have a successful hunt, giving decreased difficulty to their next Survival or Athletics rolls.

Waiting to Exhale

Dead Magic page 77

Entropy 3, Spirit 2, optional Correspondence 2

A group of women contribute blood to this ritual. The Mage then offers the blood to the gods as a burnt offering, and in exchange the gods protect the women's' homes, preventing misfortunes.

Weeping for Tammuz

Dead Magic page 52

Entropy 3

The Babylonians have a story about the goddess Ereshkigal who fell in love with a mortal named Tammuz. When the mortal died, she sacrificed herself, staying in the underworld, that he could live, and eventually a bargain was struck where Tammuz's sister would take his place for half the year. By making this sacrifice, and by making symbolic sacrifices of a similar nature, the priests of Babylon were able to guarantee good fortune. This rote allows the Mage to bury an object of personal significance (or a person) and in exchange adds automatic successes to a task in the future.

Wurnan Blessing

Dead Magic 2 page 66

Entropy 2, Spirit 2

This rote is used by the Law Woman of an Aboriginal tribe on a new baby. It briefly connects the child to the inter-relationship between all members of the tribe and ensures that minor accidents are avoided during the first days of the baby's life.

Curses

Curses are a class of rotes that bring misfortune onto their targets through chance. They may be merely annoying, or they may be life-threatening.

Ace of Diamonds

Guide to the Technocracy page 209

Entropy 3, Prime 1

Largely regarded as an unlucky card, Ace of Diamonds allows a Technocrat to cause their target to become extremely unlucky. This is so severe that for every two successes, the target loses on success for all rolls for the duration of the effect.

Actively Actuarial

Guide to the Technocracy page 208

Entropy 2

Like Beginner's Luck, it causes unlikely events to happen. While Beginner's Luck applies to a single action of the user, this causes an unlikely but bad fate to befall the chosen target. More successes (minimum 1, maximum 20) are required for both the severity of the event and the unlikeliness.

Death Curse

The Spirit Ways page 90

Life 3, Spirit 2, optional Correspondence 2

The shaman conducts a ritual to cause harm to a target. When finished, the target experiences a serious illness, which may be as quick as a sudden heart attack or as slow as a wasting fever. The shaman needs at least the target's Stamina + Health levels successes. Correspondence is needed unless they directly confront the target.

Death Wish

Orphan's Survival Guide page 127

Correspondence 2, Life 2 or 3, optional Entropy 3;

Forces 3, Correspondence 2, Prime 2, Life 2

The most basic version causes things to go wrong, giving the victim bad luck. The second version is much

deadlier and causes aggravated damage via Life to the target according to what is most appropriate for the caster. The Correspondence 2/Life 3/Entropy 3 variant combines the two effects. The deadliest version is the final one, which causes the victim to burst into flames.

Learn-It

Tradition Book: Virtual Adepts (Revised) page 62

Correspondence 2, Entropy 2, Prime 3, Time 2

An instructional rote, of sorts, it's also a stealth weapon against the Technocracy. The Virtual Adept using it tags the target and this causes enemies and challenges "appropriate to the target's current power level." Every success causes the target to become a magnet for one skill-appropriate challenge per session. This number can be modified by the original user, or by someone with Prime 2, though they cannot reduce it below one. To negate it completely requires Prime 3 and Entropy 3.

Rival's Curse

Order of Reason page 108

Entropy 4, Correspondence 2

A long-distance Entropy-based attack on an enemy. This attack usually takes the form of such bad luck that it seems that everything is out to kill the target, doing damage based on the number of successes.

Sha'ir's Sentence

Lost Paths: Ahl-i-Batin and Taftani page 90

Entropy 3, Life 2, Mind 2

The Taftani first composes a poem about the target which evokes their weaknesses and then recites the poem at the target. This concludes with giving the target a nickname which captures these weaknesses. This rote then causes the nickname to stick and for it to become increasingly true over time. This can be very slow, often a gradual change over the course of years, but it can cause "Camel Face" to lose Appearance and "Stumblefoot" to lose Dexterity.

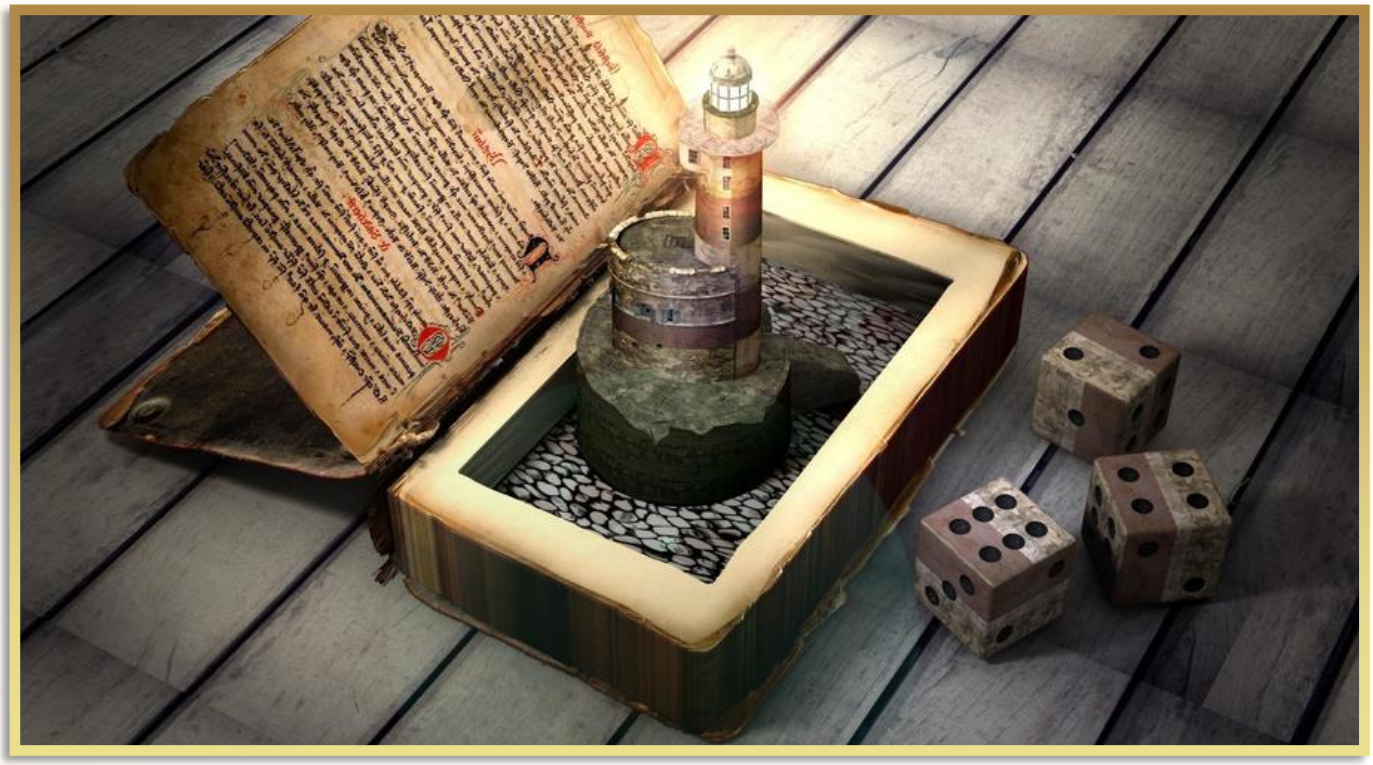
The same technique works in the other direction: a poem highlighting strengths can emphasize strengths. Giving someone the title "the Clever" can gain them Mental Attributes, for instance.

A new nickname given with this rote will override an old one.

Spoiling

Dead Magic 2 page 128

Entropy 2, Life 2



This rote brings bad luck to a target, and with Life that bad luck extends to their crops and livestock.

Statistical Mechanics

Technocracy: Iteration X page 47

Entropy 2

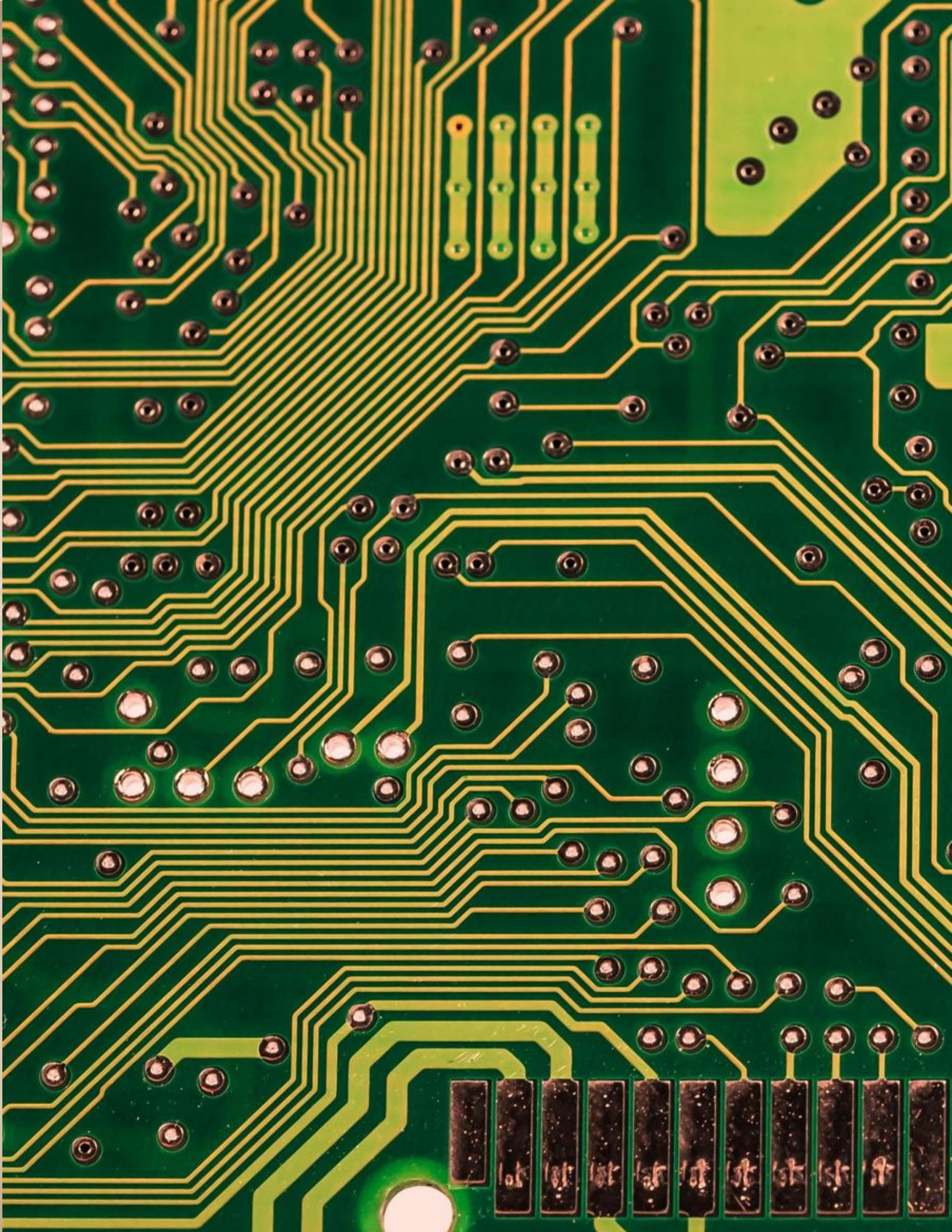
Iteration X's Statisticians have all sorts of statistics at their fingertips. With this procedure, by reminding the target of a fact regarding their action, they can shift the odds in their favor or against them.

Vext

Tradition Book: Hollow Ones (Revised) page 64

Entropy 2, Time 3

Used on enemies of the Hollow Ones (and NEVER on another Hollow One), this causes that target to have a series of minor setbacks and annoyances, just bad luck, for a number of days equal to the successes.



Computers

The computer is quite possibly the most influential invention in the modern world. This influence has extended to the realm of magick. In addition to being a particularly potent magickal tool, the computer has opened up new avenues for both old techniques and new ones.

This chapter is divided into rotes regarding the **Digital Web**, those involving **Electronics** (mostly their interaction with electricity), then **Hacking and Information** and finally **Upgrades**, because every computer can be improved.

Digital Web

The Digital Web is a virtual reality that was supposedly created by Alan Turing right before his death. Though it was a Mage-only playground in the 90s, it is now a lot more accepted and some Sleepers can enter. For more information, see pages 103-109 and 466-473 of **Mage: The Ascension 20th Anniversary Edition**.

Brand (the Rawhide Rote)

Digital Web 2.0 page 112

Entropy 2, Forces 2, Prime 2, optional Time 4

A method of branding a Digital Web icon so that the brand stays visible despite any changes of form. Adding Time guarantees that the Brand lasts until the punishment is over.

Create Virtual Object/Create Daemon

Digital Web page 98 (Object), 99 (Daemon)

Digital Web 2.0 page 114

Forces 3, Prime 2, optional Mind 4, optional Spirit 4

This rote can create an inanimate object inside the Digital Web. The advanced version, Create Daemon, allows the Mage to create a simple AI rather than an inanimate object.

Digital Disruption

Digital Web page 98 (as Joshua's Goodbye)

Digital Web 2.0 page 112

Forces 2, Prime 2, optional Entropy 2

A basic online attack rote. With just Forces and Prime, it will soft de-rez the target, with Entropy it will inflict a hard de-rez.

Doe's Password

Digital Web page 98

Mind 3, Entropy 2

This rote uses Mind to link to a Restricted program and Entropy to find a way in, giving any Mage access to Restricted sectors.

Encode

Tradition Book: Virtual Adepts (Revised) page 65

Correspondence 2, Life 2 or Matter 2, Prime 2

This rote allows a Cyberpunk to store an object in virtual space for later use.

Energy Transformation

Digital Web page 98

Life 4, Forces 2, Correspondence 1

This allows a Mage to physically enter the Digital Web.

Feedback

Digital Web 2.0 page 115

Mind 3 or Life 3, Forces 2;

Forces 3, Mind 2, Prime 2

For a user who is either using sensory immersion or astral immersion into the Digital Web, but not physical immersion, this rote creates a feedback loop to overload the target's equipment. The simplest form uses raw static information to create the loop and causes intense pain and disorientation (standard Mind sphere attack), whereas the more advanced Life-based version and Forces 3 version cause physical damage to the target.

FIRP

Digital Web 2.0 page 155

Mind 5, Entropy 4, Forces 3, Life 3, Prime 2

FIRP, or Fractal Interference Removal Procedure, is one of the more brutal rotes that can be found among Digital Web users, it blasts energy or projectiles in a fractal pattern, fracturing the target's consciousness, scattering their icon and energy, and then using Life to bring the attack into the physical world. Effectively this causes a Chaos Dump, splitting the target's consciousness between their body and their broken icon, and largely considered a fate worse than death.

Fractal Encryption

Digital Web 2.0 page 115

Entropy 3, Forces 2, Prime 2

This rote encrypts data as a three-dimensional fractal sculpture in the Digital Web. It can only be decrypted with the same rote. Failure on either the encryption or decryption side destroys the information.

Hardware Entry

Digital Web page 98

Correspondence 1

With a VR Rig, allows the Mage to enter the Digital Web with Sensory or Astral Immersion. Many mages still prefer to use this rote, but it is no longer necessary to use any magic for Sensory Immersion. It is necessary to couple this with Astral Projection to enter the Digital Web astrally.

Information Superhighway

Digital Web page 99

Time 3, Correspondence 2

Using this, the Mage can travel more quickly along routes within the Digital Web, with Time speeding up time around them and Correspondence allowing them to follow the natural conduits and routes.

Instant Offline

Digital Web page 98

Digital Web 2.0 page 115

Correspondence 3, Forces 2

Soft de-razzes the user, getting them out of the Digital Web instantly. Usually, this is used as a sort of "panic button."

Online Virus Transmitter Program

Digital Web 2.0 page 112

Correspondence 2, Forces 2, Life 2, Prime 2

This rote allows a Mage to craft a virus that infects another user's icon and then uses that connection to infect the user with a disease.

Overwrite

Digital Web page 99

Prime 4, Entropy 3, Forces 3

The rote permits the Mage to alter parameters and is always vulgar as it involves pushing against the nature of the Digital Web itself. Five successes are necessary to fully remove a parameter.

Parallax

Digital Web 2.0 page 115

Correspondence 4, Forces 2, Mind 1

Powerful Virtual Adepts often need to be in multiple places at once, and when online, this rote handle that. The digital version of Polyappearance, with Forces 2 and Mind 1 added in the Mage can not only be in several places simultaneously but can act independently in each of them.

Restrict Sector

Digital Web page 99

Mind 4, Prime 3

This permanently seals off a sector as Restricted. When used, the Mage chooses some parameters that determine who can enter, and the restrictions last until destroyed.

TechnoVision

Digital Web page 98

Digital Web 2.0 page 112

Correspondence 1, Entropy 1, Forces 1, Mind 1, Prime 1

Pulling up a readout window, the Digital Web user has a running basic analysis and scan of their surroundings.

Virtual Talisman Transmogrification

Digital Web page 98

Matter 3, Prime 3, Forces 2

This allows the Mage to transfer a Talisman into the Digital Web just as a person can physically enter it.

Webcrawlers

Tradition Book: Virtual Adepts (Revised) page 66

Correspondence 3, Forces 3, Prime 2

Nexplorers use this rote to create energy-arachnids in virtual space that can follow simple commands. Most often, they act as information retrieval systems, or defensive walls of force.

A Webcrawler is create with 3 health levels and the ability to follow simple commands. More successes create more Webcrawlers rather than more powerful ones.

Electronics

Computers run on electricity, and so there's always a lot of it around a computer. Though most electrical rotes are in the Elemental Magick chapter, these are the ones that specifically deal with computers and the electronics inside them.

Boot Buzzer

Hidden Lore page 20

Correspondence 2, Forces 2, optional Forces 3, Prime 2

A Virtual Adept prank/attack rote, they can connect to any computer on a network they have access to and cause it to electrocute its user. With Forces 2, it takes time to build the charge and it is weaker, only doing one level of damage per success. With Forces 3/Prime 2, it builds instantly and causes normal damage.

Burn Out

Book of Shadows page 145

Forces 2, Entropy 1

This rote lets the Mage fry circuitry by directing electricity at its weakest point, disabling mundane electronics easily.

FOR NEXT Loop

Mage: The Ascension First Edition page 220

Correspondence 4, Life 4, Forces 2

This Virtual Adept technique converts the target to energy and puts them into a computer and then breaks them by pushing them through various circuit boards. The victim rolls Willpower (difficulty 10 - Intelligence) to escape. Each success causes the victim to lose a point of Willpower, but a failure gives them another chance to escape.

Red Button

Technocracy: New World Order page 49

Entropy 3, Forces 3, Prime 2

When raiding the laboratories of rogue Technomages, such as Etherites, this allows the New World Order to find the weaknesses in their machinery and use them to destroy the equipment.

System Crash

Digital Web 2.0 page 113

Correspondence 2, Forces 2, Prime 2

This rote allows a Mage who is on the Digital Web to crash a Sleeper system. More successes are needed to bring down more secure systems and more are needed to destroy them rather than just temporarily disable them.

System Havoc

Mage: The Ascension First Edition page 195

Mage: The Ascension Second Edition page 198

Forces 2

This rote causes a spike of electrical energy into a system, causing electronics that aren't properly shielded to fry.

That Rascal Puff

Hidden Lore page 51

Life 3, Forces 3, Prime 2, Correspondence 2

A Marauder once encountered by Dante connected a room full of computers and then breathed fire on one, causing all of them to explode. Correspondence links them, and Life allows the Marauder to breathe the fireball from Forces 3 and Prime 2, which travels through the connection causing a larger detonation.

Hacking and Information

Although information gathering has long been a popular use of magick, the computer has introduced entirely new issues with it. For one thing, there is so much *more* information that there ever has been before, and it's all stored in an accessible way and often even organized nicely. The rotes that follow are about how to get access to that information either to retrieve it or to destroy it.

Black Card/Little Black Box

Mage: The Ascension 20th Anniversary Edition page 601

Correspondence 2, Forces 2, Mind 2

Using some kind of black box or security card, the Mage can attempt to hack a system that they normally could never reach.

Captain's Treasure

Digital Web page 99

Prime 4, Entropy 2

The Mage locates a conduit containing financial data (usually near a Syndicate sector) and shifts it so that the streams pass through the Mage's accounts on the way to their primary goal. Entropy prevents accounting programs from noticing as money is skimmed from the stream.

Core Dump

Tradition Book: Virtual Adepts (Revised) page 64

Correspondence 2, Time 2, Forces 3 or Mind 3

This allows the Virtual Adept to load a massive amount of useless data into a computer via Forces or a person via Mind. This overwhelms them to the point where they are unable to initiate an action for three rounds. If more successes than target's Willpower, the computer will crash, or the person will enter a temporary come (they will recover after a successful Willpower roll, rolled once a day).

Disk-Doctor

Book of Crafts page 103

Entropy 3, Mind 2, Forces 1

This rote has been essential for maintaining the secrecy of the Knights Templar. With it, a Templar can scan any piece of computer storage media for given data and delete it.

DRM

Convention Book: New World Order (Revised) page 85

Data 3, Prime 2, Mind 1

Marks a piece of data with custom code as a booby trap. It pulls identifying information from an intruder and sends it to the Technocrat, as well as providing countermagick against attempts to obtain the data illegitimately.

Encrypt

Tradition Book: Virtual Adepts (Revised) page 65

Mind 3 or Forces 3, Time 3

This rote scrambles a person's (or computer's) memory so that if coercion is used to try to make them speak, they will respond only with nonsense. What they are doing is responding fully with everything they remember, but in a randomized configuration that makes no sense to outsiders. Every success on this effect decreases the opponent's Interrogation or Investigation skills by one, with Decrypt being the inverse effect which increases them.

Graphic Transmission

Mage: The Ascension First Edition page 206

Mage: The Ascension Second Edition page 210

Mind 3

A Virtual Adept illusion effect, it produces computer graphics, and then transmits them to the target's mind. The number of successes determines how complex the illusion is partial successes may look like CGI to the viewer.

Hacker's Glance

Digital Web page 98

Entropy 2, Correspondence 1

This rote analyzes massive amounts of data to increase the odds that the Mage will find what they are looking for. Successes add to a subsequent data retrieval roll.

Intel

Guide to the Technocracy page 206

Correspondence 3, Mind 1

Virtually every piece of information that anyone could want is stored on a computer somewhere. With this procedure, a Technocrat can find and download the information that they seek. More difficult and better hidden information requires more successes.

Mental Interface

Hidden Lore page 19

Correspondence 2, Forces 2, Mind 2

This rote allows the Virtual Adept to use their computer to see what is being actively done on another.

Remote Access

Digital Web 2.0 page 113

Correspondence 2, Forces 2

Allows the Mage to access a network from a distance.

Virtual Lockpick

Digital Web page 99

Time 3, Correspondence 1, Forces 2, Mind 1

This rote compresses time insight the computer and makes many, many educated guesses about what the password may be. To use this, the Mage needs to already know a login ID.

Upgrades

No one wants to work with an obsolete machine, and if you're a Mage, you often don't have to.

AI (Artificial Intelligence)

Mage: The Ascension Second Edition page 211

Mind 5

With this rote, a Technomage can create a full artificial intelligence. It can live in a computer, be transferred to the Digital Web or, with Life, given a living body.

Audience of Inanna

Dead Magic page 57

Correspondence 2, Matter 2, Time 1

Originally used to prevent impotence by placing a figurine of Inanna, a fertility goddess, at the head of a bed, Virtual Adepts have adapted it to avoid obsolescence: old hardware can run as effectively as new, and with enough successes, can convert a laptop into a supercomputer.

Personal Assistant Software

Convention Book: New World Order (Revised) page 86

Mind 5, Prime 2

This procedure creates a digital smartphone assistant based on the Technocrat's personality. The intelligent assistant controls the phone or computer's operation and assists the agent in using it more efficiently.

Psychic Interface

Mage: The Ascension 20th Anniversary Edition page 608

Mind 3 or 4, Data 2, Forces 2, optional Spirit 2 instead of Data

In short, this effect allows a Mage to access their computers remotely, directly from their minds. When this is active, meditation may be used in place of computers and IT gear as an instrument. This often still involves some sort of technological instrument, such as implants, glass-tech or the like, though those with cybernetics can work directly.

Remote Programming

Technocracy: Iteration X page 47

Forces 2

It can be far more efficient to program a computer or a robot directly, rather than via a keyboard. An Iterator with mental implants can use this procedure to directly connect their implants to the target and program it directly. To do so from far away, however, requires Correspondence.

ATOUTS
XIII
TRÜMPFE
Death
TRUMPS

Divination and Fate

Fate has always been known to be something that mankind was not meant to meddle with. So of course, from the earliest legends, we have heroes and wizards attempting to divine their fate, to see things that are far away, things they aren't supposed to know, and of course, change their fate.

This chapter is divided into sections about **Espionage**, **Fate**, **Oaths**, **Prophecy** and **Scrying**. Espionage, Prophecy and Scrying are all ways to find out what's going on or what has or will happen, and Fate is the things that are set in stone (for most people, nothing is set in stone for a Mage). Oaths are how a person can bind their fates and gain power from them, as well as penalties for breaking them.

Espionage

Espionage is the art of discovering things that others don't want you to know. These rotes are designed to uncover hidden information, to watch what people are doing when they think no one is watching, and to otherwise obtain hidden knowledge.

Book of Whispers

Blood Treachery page 88

Mind 2, Matter 3, Time 3

A common rote among the Bonisagus, this rote binds a blank book to a person. Then, the book fills with the person's surface thoughts. The book must be in the subject's immediate vicinity to work, but it doesn't need to be obvious (it may be disguised among other books).

Crowd Surfing

Tradition Book: Hollow Ones (Revised) page 62

Mind 4

In a large crowd interacting with each other, like at a concert or a party, the Hollow One can erect a facade of coolness and mingle, and come away with a sense of who's who, who feels what for whom, and the like.

Eavesdropper

Hidden Lore page 19

Correspondence 2, Forces 2

A Technomage using this rote picks up a phone, dials a long sequence of digits, and can listen in on anything said near another working telephone.

High-Definition

Convention Book: New World Order (Revised) page 85

Data 2, Mind 2

By accessing a communication line, generally cable TV or Internet, this allows the Agent to see through any modern (LCD, plasma, etc.) television.

Monitor Communications

Technocracy: New World Order page 45

Forces 1

The New World Order's Watchers use this effect to spy on electronic communications.

Nearest and Dearest

Hidden Lore page 54

Mind 3, Correspondence 2, Time 2

By going through a wallet or a database, a Syndicate Enforcer can find out detailed information about their target's family and loved ones.

Phone Tap

Technocracy: New World Order page 49

Correspondence 2, Forces 2

The New World Order is skilled in communication and can both send secure messages and intercept the messages of others with this procedure.

PIN Drop

Technocracy: Syndicate page 47

Data 2, Forces 2, Mind 2, Time 2

By hacking an ATM or similar device, a Syndicate Agent can acquire a target's personal identification number, and use it to obtain all linked information, usually including social security number, address, bank account numbers, etc.

Squaring the Circle

Order of Reason page 88

Correspondence 2, Mind 1

A Mage can use this rote to spy on conversations occurring in a place where the Mage cannot go. Correspondence is used to access the location and Mind to discern the conversations. It is more difficult depending on how vigilant against spies the targets are.

Surveillance

Guide to the Technocracy page 204

Correspondence 2, optional Forces 1

A Technocrat can use this procedure to access the feed from any video camera, microphone or other device that can pick up a signal. With Forces, the end-device is unnecessary, as variations in energy can be detected directly.

Telescreen

Guide to the Technocracy page 205

Correspondence 2, Mind 2

The New World Order is quite adept at watching people through their television screens. With this Procedure, they can not only do that, but if they have more successes than the target's Willpower, they can analyze psychic defenses.

Tracking Device

Guide to the Technocracy page 205

Correspondence 2

Marks an object so that it can be detected and found later, particularly useful if the Agent can arrange for it to be picked up by someone they want to track.

Fate

Fate, Destiny, the Divine Will, whatever you call it, it is that part of the future which is supposedly unavoidable. In truth, Mages can avoid anything, for a high enough price. These rotes allow the Mage to read or alter Fate.

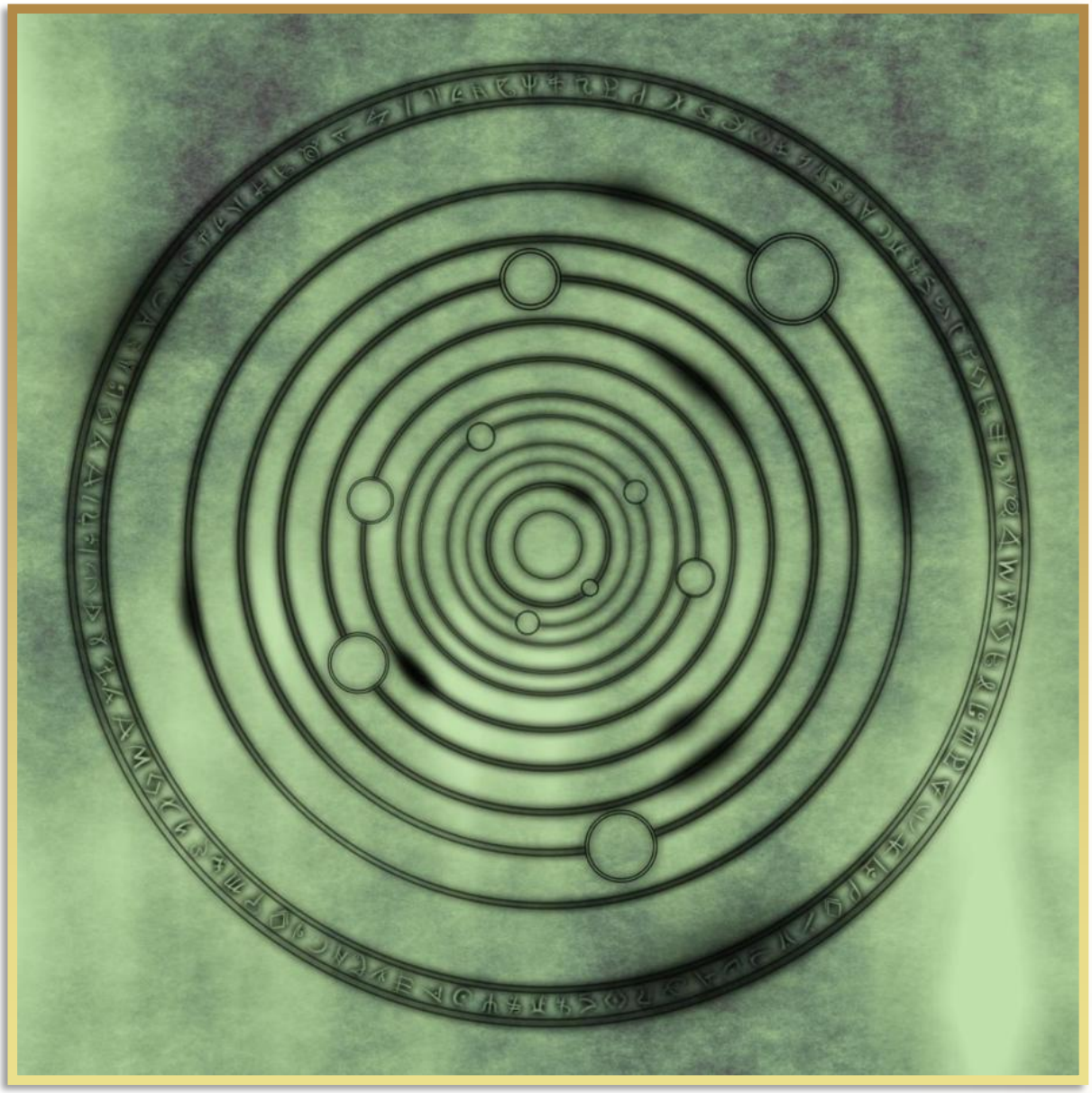
Adad

Dead Magic page 53

Entropy 2, Correspondence 2, Spirit 1

By reading signs of Adad in the stars, Babylonian mages could determine the general fate of an area and the people within. Very detailed readings are almost impossible with this rote, but general things like "prosperity" or even "a break in the walls" for a major event can be determined with varying numbers of successes.

Chaos Butterfly



Blood Treachery page 91

Entropy 2, Prime 2, Spirit 2

Houses Thig and Fortunae use this rote by inscribing a sigil and focusing their intent on some larger effect they wish to cause. This summons a minor Umbrood, a butterfly with wings of fire. The Mage then must forget about the desired effect and let the butterfly flutter away. At some point in the future, likely in a very unexpected way, the effect that the Mage desired comes to pass. In fact, this effect should always take the character (and the player) by surprise.

Contemplation

Order of Reason page 84

Spirit 2

Celestial Masters can gain insight from the stars, as they align with the world on the Spirit planes. This can give the user a vague insight, though never anything particularly big nor that circumvents an aspect of the story.

Dogon Divination

Dead Magic page 27

Time 2, Entropy 1

Like other forms of Time Sight, this variant allows the Mage to perceive the patterns that are emerging, and

which actions might prevent bad fates in the future, rather than seeing the future itself.

Find the Lost

Tradition Book: Celestial Chorus (Revised) page 57

Correspondence 1 or 2, Entropy 2 or Mind 2

Choristers often use this rote to find people who are troubled and in need of help. Correspondence 2 is needed if searching for someone beyond line of sight. Mind detects them based on their thoughts and emotions, Entropy manipulates luck to bring the Mage to the person.

Istar

Dead Magic page 54

Entropy 4, Correspondence 3, Spirit 3

By reading the signs of Istar in the sky, the Mage may gain insight into the fates of nations and their leaders. The results of reading these fates are very metaphorical and broad, rarely are individual events predicted, but the general sense of what will happen can be determined.

Laying on of Hands

Dead Magic 2 page 102

Entropy 1, Life 1, Time 2

The Mage touches the subject and can see which wounds they are likely to take during an upcoming battle. This is useful for attempting to avoid those wounds, with armor, magick or other means.

Lighting the Path

Tradition Book: Celestial Chorus (Revised) page 58

Correspondence 2 or Entropy 2

A Chorister who seeks a specific person, place or thing uses the Correspondence version of this rote, where the number of successes determines how much detail they learn about the road to it. The Entropy version is useful for vague requests, such as when the character needs direction.

Read the Lightning

Dead Magic 2 page 143

Forces 2 or 4, Time 2

Etruscan Mages could read the future in the patterns of lightning strikes and thunderclaps. In fact, the Mage calls down lightning to do so. This requires only Forces 2 in stormy weather, but Forces 4 can do it in any weather.

Samas

Dead Magic page 54

Correspondence 2, Forces 2

Samas is the sun, and its signs involve the path it takes through the sky, which changes every day. By reading these omens, the fates of crops, weather and other things that depend on the sun can be divined.

Search Engine

Tradition Book: Virtual Adepts (Revised) page 63

Correspondence 2, Entropy 1, Prime 1

This rote puts the Virtual Adept in touch with someone who matches their needs, or someone who knows someone who does. Each success gives a 20% chance of finding a person of the type they need.

Silent Promise of the Spring Tortoise

Book of Crafts page 119

Entropy 1

By adopting a turtle and raising it for a week, and then boiling and eating it, a Wu-Keng may divine the odds of their next undertaking from the way the shell cracks.

Sin

Dead Magic page 54

Entropy 2, Spirit 2, Prime 1 or Entropy 4, Spirit 4, Prime 4

Moon phases and paths are one of the most complex sets of omens that Babylonian mages had access to. The readings from Sin are as broad as those from Samas, though usually much more straightforward. With the greater version, huge changes and calamities can be predicted.

Wyrd Visions

Dead Magic 2 page 102

Correspondence 2, Entropy 1, Time 2

The Mage attunes themselves to the threads of fate, seeking an understanding of the past, present and future.

Oaths

There is a power in voluntarily restricting yourself in some way, there's a reason why so many religions include fasting in some form. Sometimes, a person can swear an oath to do something and gain power from it...and be harmed terribly if they break it. Other times, the oath comes with only the consequences, but no benefits.

Binding Oath

Mage: The Ascension Second Edition page 195

Mage: The Ascension Revised page 164

Entropy 5

Binds an oath or contract to fate and destiny themselves. If the oath is broken, disaster will befall the oathbreaker, and anyone who looks at them with Entropy senses can see that that's what they are.

Fate Mark

Guide to the Traditions page 280

Entropy 4

Simpler than a Binding Oath, a Fate Mark is detectable to anyone with Entropy senses, and can be customized, for instance, to mark someone as a Tradition Herald or a messenger.

Geasa

Tradition Book: Euthanatos (Revised) page 62

Entropy 5

A Master can read Fate carefully enough that they can request that Fate give an individual attention. Often Geasa are laid at birth, but it may happen otherwise. Every two successes allow the Mage to give a level of Geasa, up to five levels. Five additional successes are needed to make it permanent. For each level, the character may gain an additional Freebie point, as at character creation. However, the consequences of violating the Geasa are dire and up to the ST. A Geasa is identical to the "Paranormal Prohibition or Imperative" Flaw on Page 83 of the Book of Secrets.

Major Geas

Dead Magic 2 page 118

Entropy 5, Mind 5

Like Binding Oath, though Mind allows the Mage to force it upon the target.

Minor Geas

Dead Magic 2 page 118

Entropy 2, Mind 2

The Mage voluntarily swears a binding oath, that overrules all other concerns for them. Mind binds the target's honor code into upholding the geas, and Entropy causes bad luck if it is broken.

Secret Rune

Dead Magic 2 page 101

Entropy 5

The Mage uses this rune when sharing a secret with a trusted person. The trusted person swears an oath to keep the information secret, and the Secret Rune binds them to that oath. If they break the trust, they gain a flaw worth one point per two successes on this spell.

Sparrow's Fall

Order of Reason page 110

Time 4, Entropy 3, Prime 2, may substitute Mind 4 or Life 3

Like the Branding Rote, Sparrow's Fall marks someone with a forbidden act and attacks them if they commit it, for instance, marking a suspected Vampire to be harmed if it drinks blood. Three successes are needed to create the mark, and successes beyond that are used for damage. The three variants use Prime 2, Life 3 and Mind 4 to cause the damage.

Prophecy

Whether by computer simulation, prayer to the divine, or mystical trances, Mages of all sorts want to see the future. Prophecy is the art of predicting the future or viewing the past.

All Tomorrow's Parties

Orphan's Survival Guide page 127

Mind 3, Time 2

By asking the right questions of the right people, the Mage can find out about upcoming events, scanning nearby minds to determine if there's something being planned and using Time, looking ahead slightly. This gives hunches and inclinations that guide the Mage to an event even if they cannot get people to directly tell them about it.

Anunnaku

Dead Magic page 54

Entropy 3, Prime 3, Spirit 3

This set of omens are one of the most immediately useful: the ability to read the present and future of supernatural forces. It's particularly effective at reading the fates of malevolent forces and is one of the most effective techniques for determining the plans of the Nephandi.

Biometric Holographic Recreation

Convention Book: Progenitors (Revised) page 72

Forces 2, Time 2

With a half hour spent scanning and detailed investigation of the scene of an incident, the Progenitor investigator can create a perfect holographic replica of it down to the last speck of dust.

Celestial Prediction

Order of Reason page 86

Time 2

A Celestial Master may study the stars and use them to deduce something that has happened in the past or will happen in the future.

Chronopathy

Hidden Lore page 16

Time 2 or 4, Mind 3

Combining Telepathy and Past or Future Sight, the Mage can experience the past or future from the perspective of a denizen of that time. With Time 4, they can even send brief thoughts and impulses to the target.

Crime and Consequence

Tradition Book: Cult of Ecstasy (Revised) page 72

Mind 2, Time 2

The Cultist looks forward in time and causes the target to feel all the consequences of their actions in advance, all at once.

Divinations

Mage: The Ascension Revised page 192

Time 2

The Mage can investigate the past or future, with successes spent on both the duration of the vision and how far away it is. The further back or forward, of course, the less accurate the divination.

Don't Cross the Streams

Tradition Book: Virtual Adepts (Revised) page 64

Correspondence 2, Time 2

This rote developed by Chaoticians gives a warning about a specific place, and the more successes the more specific the warning about a potential danger will be.

Forecasting

Convention Book: Syndicate (Revised) page 74

Entropy 2, Time 2

The Technocrat creates a simulation and spends a turn inputting data, after which the agent can spend one success to roll their next action in advance, with each additional success allowing a roll for an alternate action. The player can't roll the same action twice but can choose which action to take.

The Geometry of Trade

The Swashbuckler's Handbook page 91

Time 2, optional Correspondence 2 and Mind 2, or Entropy 2

A technique developed by the High Guild, by gathering information about trade and prices in an area. Time gives information about the future, Correspondence allows it to target the trade in a different place, Mind gives insight into what people want, and Entropy helps to make the predictions more accurate.

Hepatoscopy

Dead Magic 2 page 143

Time 2

The Mage slaughters an animal and can read the future in its liver.

Jung's Trick

Convention Book: New World Order (Revised) page 86

Mind 3, Data 2

By researching the subject's dreams, the Technocrat can create an algorithm to analyze the subject's subconscious. Then, the Agent can analyze dreams in progress and predict what the subject intends to do in the next day.

Long-Range Eyes

Tradition Book: Akashic Brotherhood (First Edition) page 62

Time 2, Correspondence 2, Mind 1

The Mage can look at any given place or time and follow a given target forward or backwards.

Manipulate Time Fragment

Technocracy: Void Engineers page 46

Time 2

With the proper apparatus, a Void Engineer Chrononaut can see ten minutes into the future or the past, albeit not necessarily clearly.

Nonlinear Prediction

Guide to the Technocracy page 208

Entropy 2

The Technocrat can use a complex statistical model to predict the probable outcome of one action. More successes are needed for the more complex the action being predicted is.

Peeping Tom

Mage: The Ascension First Edition page 228

Time 2, Correspondence 2

The Mage can look backwards in time at any location, whether they are there or not.

Planned Projection

Technocracy: Iteration X page 49

Time 2

Using complex statistics, the Iterator can predict the future (to reasonable accuracy) of a single person, place or thing.

Play Back

Mage: The Ascension First Edition page 221

Data 2, Time 2

A Virtual Adept technique that allows them to obtain recordings and other data, even if it has been damaged or attempts have been made to destroy it.

Postcognition

Mage: The Ascension First Edition page 218

Mage: The Ascension Second Edition page 223

Time 2

This allows the Mage to view a location and look backwards in time, as though rewinding.

Psychometry

Hidden Lore page 14

Time 2, Matter 1

By touching an object, the Mage can get a sense of its background and important events that occurred near it during its history.

Quo Vadis? (Whither Goest Thou?)

Book of Crafts page 103

Correspondence 2, Mind 2, Time 2

This rote gives a Templar an approximate idea of the target's planned route, where they will be going in the near future.

Reading the Umbral Skein

Tradition Book: Dreamspeakers (Revised) page 70

Mind 1, Spirit 2, Time 2, optional Correspondence 2 or 3

Functionally identical to usual Time magic scrying, this rote gives access to the history (not the future!) of a portion of the Umbra corresponding to the user's location (or elsewhere with Correspondence). The temporal distance that can be seen is 21 times the usual amount, allowing the Mage to see into the deep past of the Umbra, and Mind is used to allow the Mage to remember every bit of the often-bizarre information gained this way.

Running Scenarios

Tradition Book: Hollow Ones (Revised) page 68

Entropy 2, Mind 4, Time 2

This rote requires at least one level of the Dream background.

Using the information available from the Dream background and the flexibility of dreams, the Mage runs through huge numbers of scenarios and possibilities. When they wake up, they will have an accurate assessment of the probabilities of various actions related to the problem they were dreaming about, and some relevant skills (as per Dream).

Salmon of Wisdom

Dead Magic 2 page 120

Mind 3, Time 2, optional Spirit 2

The Mage enters a dreamlike trance that reveals a portion of the future. Mind ensures that the Mage can enter the trance while awake and remember what

occurs. Spirit allows the Mage to contact the salmon of wisdom themselves and speak to them.

The Scented Handkerchief

Order of Reason page 86

Time 2

The Mage can discern facts about recent events from disparate environmental clues. With more successes, more clues are pulled together and a more detailed description of what occurred can be inferred.

Songs of Future Days

Mage: The Ascension First Edition page 218

Mage: The Ascension Second Edition page 223

Time 2

Like Postcognition, but it involves viewing the future rather than the past.

Strategic Inefficiency Analysis

Guide to the Technocracy page 209

Entropy 2, Time 2

Via precise statistical modeling, a Technocrat can predict what a given organization is planning, though several successes are needed to determine anything other than the absolute basics.

Sugar Magnolias

Mage: The Ascension First Edition page 228

Time 2, Mind 3

This rote allows a Mage to experience past events via the subject's memories. This is not just viewing the memories, however, but rather reconstructing the event with the help of the memories, but able to experience it independently.

Turning the Wheel of Ages

Tradition Book: Akashic Brotherhood (Revised) page 77

Mind 3 or 4, Spirit 1, Time 2

This rote allows an Akashic to experience the past of other Mages, including their past lives. Mind 3 suffices for willing targets and other Akashics, Mind 4 is necessary otherwise.

View the Scattered Lotus Petals

Tradition Book: Euthanatos (Revised) page 60

Time 2, Entropy 1, optional Correspondence 2

Using Entropy, the Euthanatos can follow several threads of fate and see multiple possible futures, with each success revealing one possibility.

Scrying

While Espionage is about seeing things that are hidden and often involves Scrying, Scrying itself is the ability to see things that are far away.

Area Scan

Technocracy: Void Engineers page 41

Correspondence 3

The Void Engineer can perceive several places at once.

Auric Trail

Infinite Tapestry page 181

Correspondence 1 or 2, Prime 1, Spirit 1 or 2

This rote allows a Mage to track a Mage or spirit (with Spirit 2) wherever they go, on Earth or in the Umbra. This tracks the target by its resonance and is easier if the target has particularly strong resonance. The rote is much harder on Earth as resonance fades more quickly there than in the Umbra. Correspondence 2 is required if the target reforms elsewhere (spirits) or teleports (Mages).

Check the Corners

Technocracy: New World Order page 43

Correspondence 2

Via parabolic microphones, thermal detectors and motion sensors, a New World Order Agent can see around corners and through walls.

Correspondence Sensing

Mage: The Ascension First Edition page 185

Mage: The Ascension Revised page 159

Correspondence 2

This rote allows the Mage to build a connection between their senses and a desired location. This can

take the form of scrying: where the Mage can view a location remotely. It can also take the form of an active defense, where the Mage watches for others attempting to build connections to the location and prepares to counter their efforts.

Distant Sight

The Swashbuckler's Handbook page 91

Correspondence 2, optional Time 2

This rote allows the user to scry a distant location. With Time added in, the Mage can also see the past or future of the distant location.

Divided Sight

Mage: The Ascension First Edition page 186

Mage: The Ascension Second Edition page 190

Correspondence 3

Though true co-location is still beyond them, the Mage can perceive multiple locations at the same time.

Filter All-Space

Mage: The Ascension First Edition page 186

Technocracy: New World Order page 44 (as Dragnet)

Mage: The Ascension Second Edition page 190

Mage: The Ascension Revised page 160

Correspondence 3, optional Mind 1

At this level of Correspondence, a Mage can search the universe for an object or creature, scanning everywhere simultaneously rather than having to search manually. Without Mind 1, the Mage may have trouble understanding what they see.

Geometric Jars

Artisan's Handbook page 51

Correspondence 2, optional Forces 1

By setting up a collection of jars filled with water in an area and watching the ripples on the surface, the Mage can derive information about the subject area. With Forces, the echoes that cause the ripples can be heard.

Heat Seeking

Technocracy: New World Order page 48

Correspondence 2, Life 1, Forces 1

With the aid of surveillance devices that can track people by temperature, the New World Order can track people inside a building, determine the number of individuals in the group.

Heat Trace

Hidden Lore page 17

Time 2, Forces 1

This rote uses the path of warm air left in the wake of a person moving around to track their past movements.

Map the True Way

Lost Paths: Ahl-i-Batin and Taftani page 43

Correspondence 2, Matter 2 or Prime 2

By entering a trance and drawing a map, an Ahl-i-Batin Mage can find a person, place or object.

Open/Close Window

Mage: The Ascension Second Edition page 189

Correspondence 2

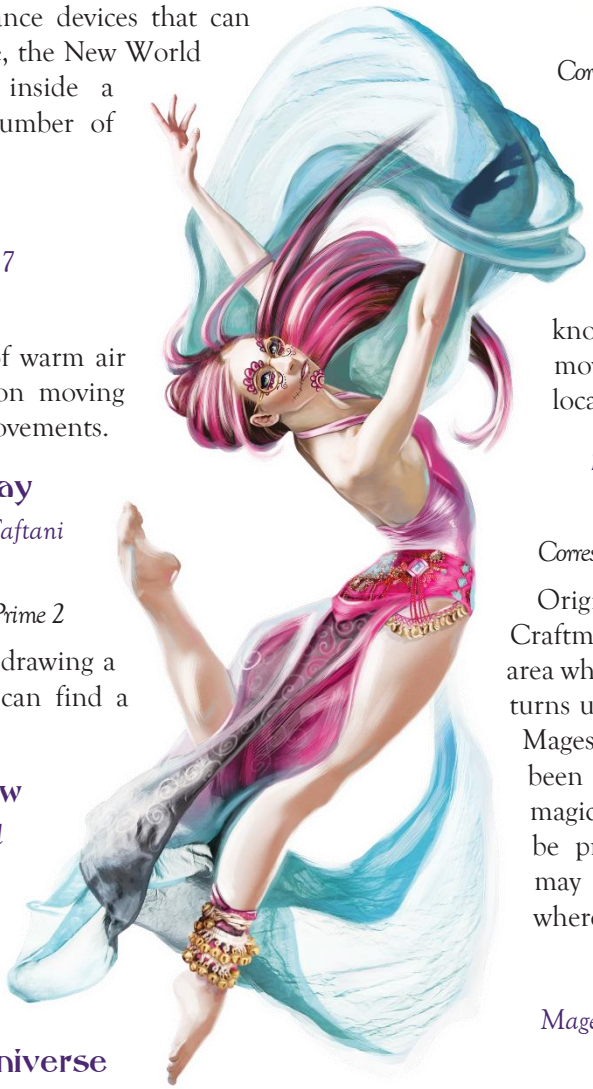
Allows the Mage to scry on a distant location.

Scan Non-Local Universe

Technocracy: Void Engineers page 42

Dimensional Science 2, Correspondence 2

This allows the Void Engineers to perceive any location in the Umbra.



Scrying

Book of Shadows page 140

Correspondence 2, Spirit 1

During a drumming frenzy, the Dreamspeaker can see other places, both in the physical and the spirit worlds. Though normally limited to places the Dreamspeaker has been or knows somewhat, they can smoothly move perceptions to investigate new locations.

Seizing the Forgotten

Order of Reason page 66

Correspondence 2

Originating among the Gabrielites and Craftmasons, the Mage investigates an area where an object has disappeared and turns up evidence (at least evidence that Mages will recognize) if an object has been disturbed via Correspondence magick. That tampering occurred can be proven with two successes, more may give hints about who did it or where they are.

Stalking the Void

Mage: The Ascension First Edition page 188

Mage: The Ascension Second Edition page 190

Correspondence 3

An advanced form of Open/Close Window, this allows the Mage to track any irregularity back to its source.

Elemental Magick

Elemental magick is some of the flashiest magick around. And some of the most vulgar. Many, many effects in this chapter are almost never coincidental, but still, many Mages look forward to the day when they can finally cut loose with it.

This chapter is divided by element, starting with **General** which works with multiple elements, and then **Earth**, **Electricity**, **Fire and Heat**, **Light**, and **Water and Weather**.

General

While most Elemental rotes focus on a specific element, some of them work on a set of them, often depending on the Mage's paradigm.

Anger in the Land

Book of Crafts page 74

Spirit 3 or 4, Matter 3 or Forces 3, Prime 2;

This rote allows a Kopa Loei to summon forth an elemental by chanting near a large volume of the element in question. Matter is needed for an Earth elemental, Forces for a Fire, Water or Air elemental. Spirit 4 allows the Mage to call a more powerful elemental spirit to inhabit the material.

Banish Elemental

Hidden Lore page 17

Forces 2, Spirit 2

This rote is a direct attack that only works against elemental spirits. It deals aggravated damage to materialized elementals and reduces Power for those in the Umbra.

Cycle of the Five Agents

Dragons of the East page 59

Forces 3, Matter 2, Prime 2

The Wu Lung can create or destroy any of the five elements according to their cycle. A flame can be converted to soil, for example. This allows general elemental transmutation, though in the Wu Lung paradigm, only along the cycle of creation or destruction.

Time Lock

Tradition Book: Order of Hermes (First Edition) page 66

Time 4, Forces 2 or 3, optional Prime 2

A Hermetic Adept of Time can pre-set a force to be infused to be removed from an area in advance. Forces 2 for simple forces, Forces 3 for more complex ones, and Prime 2 if it must be created.

No Surrender

Book of Crafts page 89

Forces 5 or Entropy 4, Prime 2;

A last-ditch rite to prevent any group of Sisters of Hippolyta from being conquered, this unleashes earthquakes, firestorms, plagues or explosions that demolish their conclave and kill everyone in it.

Rouse the Dragon

Dragons of the East page 58

Forces 5, Matter 5, Prime 4, Spirit 4

By burning hundreds of charms and appeasing their ancestors with a feast, a Wu Lung can create a dragon of jade, paper or gold. Then, they paint red dots on the eyes and ritually awaken it. This turns the very landscape against the Wu Lung's enemies, it may cause a tidal wave, earthquake, volcanic eruption or hurricane, depending on the dragon being awoken, not just the figuring, but the sleeping dragon inhabiting the geography of the area.

Yao Su Dragon Thunder

Book of Crafts page 135

Forces 3 or Matter 3, Spirit 2, Prime 2

This rote allows a Wu Lung to make a direct attack at anything, physical or ephemera, using some element, such as a fireball, a thunderbolt, a shower of molten metal, etc.

Earth

Earth is one of the most fundamental elements. Here, it covers everything from soil and rocks to the force of gravity.

Cuicuilco's Demise

Dead Magic page 74

Forces 5, Matter 4

The great city of Cuicuilco was the most powerful in Mexican Central Highlands until it was destroyed by a volcano in 150. The Mage must sacrifice a human being, either slaughtering them near the volcano or throwing them in, to cause a volcanic eruption to occur. This requires at least 20 successes. Fewer can cause Earthquakes and smaller lava flows, however.

Embracing the Earth Mother

Mage: The Ascension First Edition page 196

Mage: The Ascension Second Edition page 199

Mage: The Ascension Revised page 167

Forces 4

This rote focuses gravity against a target, making them feel as though they weigh significantly more, multiplied by the number of successes plus one.

Pele Wai'ula (Pele's Blood)

Dead Magic 2 page 29

Correspondence 3, Forces 3 or 4, Matter 2

Polynesian Mages have a deep familiarity with the forces of volcanism. With Forces 3, they can open a volcanic fissure, while Forces 4 allows them to cause a full-scale volcanic eruption.

Pele's Wrath

Book of Crafts page 74

Forces 4

A powerful Kopa Loei can use a chunk of lava to redirect the power of a volcano into a small eruption.

TWACI

Tradition Book: Virtual Adepts (Revised) page 66

Correspondence 3, Forces 3, Mind 2

Short for "The Walls Are Closing In" and pronounced "th-whacky", the Reality Coder uses this rote to warp gravity and space, and to create a sense of creeping doom in the target. This rote paralyzes the target with fear, makes the walls appear to literally be closing in, and causes cumulative damage of one die of bashing damage up to a maximum of 10 dice.

Electricity

Electricity used to be a rare element to encounter and was often classified as a type of fire when it was. Now, civilization runs on electricity, it is far more central, and Mages have started exploring what it can do in much greater detail.

Arc

Tradition Book: Virtual Adepts (Revised) page 65

Correspondence 2, Forces 2

Cyberpunks are rarely without weapons in modern cities, and this rote is why. It allows them to draw electricity from the power grid and turn it into an arc of electricity attacking their target.

Call Lightning

Mage: The Ascension First Edition page 195

Mage: The Ascension Second Edition page 199

Forces 3

During a thunderstorm, a Mage can use this rote to route a lightning bolt from the clouds to a target.

Discharge Static

Mage: The Ascension First Edition page 195

Mage: The Ascension Second Edition page 198

Forces 2

This rote causes the static electricity in the air, attacking a target.

Electrical Chaos

Mage: The Ascension Revised page 166

Forces 2

Diverts the usual flow of electricity into a target. If living, it is a damaging attack, if not, then the device takes electrical damage.

Lightning Gateway

Tradition Book: Order of Hermes (First Edition) page 65

Forces 3, Correspondence 2, Prime 2

This rote is similar to Ignis, it conjures a Forces attack from nothing, but it also can ignore barriers, striking hidden targets.

Pulse of the Electro-Stream

Mage: The Ascension First Edition page 223

Forces 3, Prime 2

This rote creates a strong electrical pulse and directs it at the target. Humans take standard damage, electronics overload.

Fire and Heat

A classical element in many cultures throughout the world, conquering fire is arguably what kickstarted human civilization. Mages often use it primarily for combat, but manipulate it in many, many ways.

Akua Kumu Haka (Guided Fireball)

Dead Magic 2 page 26

Forces 3, Prime 2, Spirit 3, optional Correspondence 2

Summons a fire spirit and a fireball for it to inhabit. The spirit guides the fireball to its target at high speed.

Awaken Flame

The Spirit Ways page 87

Forces 2 or 3, Spirit 3, optional Prime 2

Awakens the spirit of a flame. These spirits are usually talkative, hungry and volatile. With Prime and Forces 3, the fire can be created and awakened, otherwise the shaman needs pre-existing flame.

Balefire

Infernalism: The Path of Screams page 86

Forces 3, Spirit 3, Prime 2

Not actually fire, but rather a scalding blob of ephemera from something resembling a literal hell. When it encounters living flesh, it burns like fire, but cannot be soaked without Life 3/Prime 2. The flames burn until all fuel is consumed, and any injuries take twice as long as usual to heal and leave nasty scars.

Ball of Abysmal Flames

Mage: The Ascension First Edition page 223

Tradition Book: Order of Hermes (First Edition) page 67

Forces 5, Prime 4 or 5, Time 4, Matter 3

One of the most powerful combat rotes in the Hermetic arsenal, Ball of Abysmal Flames leeches Quintessence from the surrounding area and ignites it, fueling a flame that sucks in the air surrounding it and grows stronger until it explodes in a firestorm. Prime 5 allows it to draw fuel from living beings, not just inanimate objects as with Prime 4, Matter compresses it into a small ball of flames and Time releases that ball's destructive capacity at a chosen time, hopefully allowing the Mage time to get to safety.

It was not an exaggeration when certain modern Hermetics nicknamed this rote "The Nuke."

Betrayal of the Burning Arrow

Tradition Book: Order of Hermes (Revised) page 66

Forces 3, Correspondence 1

By breaking a glass or crystal arrowhead inscribed with the Enochian symbol for the number 8, an ill-omened number according to many Hermetics, a Hermetic Mage chooses a bullet in a gun within line of sight and converts kinetic energy to heat. When the bullet is fired, it explodes turning into a Forces attack on the holder of the gun.

Devouring Gullet of Flame

Lost Paths: Ahl-i-Batin and Taftani page 87

Forces 4, Prime 2

The Taftani most often trigger this effect by forging a ring of copper and brass and then throwing it at their

enemies while speaking the trigger word. This causes the ring itself to turn into a tunnel of flame, sucking the Taftani's enemies into it. Evading this tunnel without magick requires a difficulty 9 Dexterity + Athletics roll. Forces damage is assessed each turn that the target is within the tunnel, which for each success is five feet in diameter and five feet deep.

Dragonstorm

Mage: The Sorcerer's Crusade page 273

Forces 4 or 5, Prime 4 or 5

A refined version of Greek fire, Dragonstorm is a fire that can consume anything and everything. Forces creates a superhot flame while Prime draws the quintessence out of everything in the area to fuel it. Forces 5 doubles the blast radius. The Prime 4 version does successes x 3 aggravated damage and the Prime 5 version does x 4 and can overwhelm flame resistance, such as that possessed by dragons.

Eternal Flame

Tradition Book: Celestial Chorus page 65

Prime 3, Forces 2

With at least 10 successes, this rote allows a Chorister to pass a Quintessence stream (such as from a Node) through a flame to keep it burning. The Quintessence is not consumed, and may be used for other things, but if the flow stops, the flame does as well.

Fire Rune

Dead Magic 2 page 99

Forces 3 or Matter 5

This rune douses a flame.

Friction Curse

Mage: The Ascension Revised page 166

Forces 3

Converts kinetic energy to heat, so that the faster an object goes, the hotter it becomes and the more damage it takes.

Gabriel's Embrace

Blood Treachery page 88

Correspondence 2, Matter 2 or Life 5, Prime 2, Forces 3

This rote converts the air around the target (Matter) or the target's flesh itself (Life) into a burning flame. The Mage calls upon Gabriel, the Archangel of Fire, and keys the pentacle of Mercury to the victim (via some Correspondence connection).

Hermes' Brand

Blood Treachery page 89

Entropy 1, Prime 2, Forces 3, Time 4

A Hermetic uses Entropy 1 and Time 4 to enchant their (or another's) blood creating a hanging Prime 2/Forces 3 effect which takes place a fixed amount of time after the blood is ingested by a Vampire. Each blood point consumed from the target of this rote bursts into flame inside the Vampire for two health levels of aggravated damage, and if the Vampire survives, they lose a blood point for each point that exploded (and those are also lost).

Ignis

Tradition Book: Order of Hermes (First Edition) page 65

Forces 3, Prime 2

An effect beloved of House Flambeau, Ignis conjures flames from nothing at the target.

Inferno

Mage: The Ascension Revised page 167

Forces 5

Converts all the light and sound in an area into heat, causing it to burst into flame.

Lotus Bloom

Book of Crafts page 119

Forces 3

This requires that the Footbind rote has been performed.

This vulgar Wu-Keng rote causes a lotus to blossom from the caster's bound feed, and then explode, immolating the Mage's foes.

Phlogiston Manipulation

Tradition Book: Order of Hermes (First Edition) page 66

Forces 3, Life 3 or Matter 3, Prime 2

Though phlogiston has been discredited by mainstream scientists, Hermetics can manipulate it in the living (with Life) and in inanimate objects (with Matter) to either ignite an object (extracting the phlogiston) or to restore something that has been burned (inserting new phlogiston).

Phlogiston Phlux

Dead Magic page 107

Matter 2

Ancient alchemy asserted that fire was the release of phlogiston from a substance. With this rote, a Mage can increase or decrease the amount in an object, which will cause it to burn longer or shorter.

Pop Goes the Weasel

Orphan's Survival Guide page 129

Life 3, Forces 2, Prime 2

The Mage immobilizes the victim and makes an extended roll. The target suffers extreme pain as their body is heated up. At the end of the effect, all the damage is applied as aggravated damage, usually killing the victim in a burst of flame.

Possess Flame

The Spirit Ways page 88

Forces 2 or 4, Mind 4, optional Prime 2

The shaman can take control of a fire (or create one that they are in control of with Prime and Forces 4). During this time, the shaman's consciousness inhabits the flame, and their body lies in a trance. Larger flames, the side of buildings, require Forces 4. If still inside the fire when it is extinguished, the Mage loses a point of Willpower.

Proof against Immolation

Book of Crafts page 42

Matter 3, Prime 2

An alchemist can develop a smoke they can inhale which protects their body from flame and heat.

Shih-Huang-Ti's Marvelous Game

Book of Crafts page 119

Life 3, Forces 2, optional Correspondence 2

The Wu-Keng usually reserve this attack for their enemies, the Wu Lung, but sometimes use it on others. This rote boils the victim alive in their skin.

Wildfire

Tradition Book: Order of Hermes (Revised) page 68

Entropy 2, Forces 2

By lighting a fire at the intersection of two interlocked pentacles, for Mars and Pluto, the Mage warps probability to make everything just happen to break correctly for the flame to grow out of control.

Wrath of Heaven

Tradition Book: Celestial Chorus page 65

Forces 4, Prime 2

This Chorister rote is traditionally used in extreme combat situations. It can create nearly any manifestation of Forces traditionally associated with the divine, the most common of which are ball lightning and a pillar of fire.

Light

Like fire, light is one of the oldest elements that Mages access. It's often omitted from lists of elements, and considered just as a derivative of fire, but modern theory puts it as simpler. Mages manipulate light for many reasons, from just lighting up a dark place to summoning sunlight to incinerate vampires.

Fiat Lux

Tradition Book: Celestial Chorus (First Edition) page 64

Forces 2 or 3, Prime 2

Arguably one of the oldest rotes in existence, the weaker version enhances a light source and the strong creates one.

Filter'd Lantern-Light

Artisan's Handbook page 49

Forces 2

Can create various forms of light from a lantern. Among the effects possible are a diffuse, colored light with an obvious origin, a strong colored beam of light, or even burning hot but dull, so that little illumination is offered but the lantern acts as a heat source.

Flash

Tradition Book: Akashic Brotherhood (First Edition) page 62 (as Flash-Bomb Stunt)

Order of Reason page 72

Forces 3

An Artificer rote, the user prepares a piece of paper to ignite rapidly creating a bright flash of light from a fire. This burst of light can blind anyone caught unaware (Stamina diff 8 to avoid) and under the right circumstances, may trigger panic in Vampires.

Glorious Sword of Heaven

Blood Treachery page 89

Correspondence 2, Forces 2 or Correspondence 4, Forces 4

From the minor and odd House Castrovinci, this rote uses an Enochian supplication to Michael the warrior Archangel and patron of the Sun, along with pentacles of Mars, to direct a lance of sunlight from somewhere on Earth to a Vampire. The rank 2 version of this rote summons a focused beam of sunlight that must target a Vampire's exposed flesh, but the rank 4 version can draw sunlight into an area as large as a city block, which almost certainly will destroy Vampires in that area

Laser Enhancement

Technocracy: Void Engineers page 42

Forces 2

This allows the Technomage the ability to strengthen lasers by improving the focus of light. Thus, a laser pointer can become a deadly weapon.

Laser Production

Technocracy: Void Engineers page 42

Forces 3, Prime 2

A stronger version of Laser Enhancement, this causes the laser to do aggravated damage.

Tsuiho - The Fires of Heaven

Dragons of the East page 60

Correspondence 4

The Wu Lung can truly show their enemies the power of the Sun, by opening a gateway between Earth and the Sun's photosphere. This requires a huge number of successes, at least 15. As the Wu Lung must stand in the Jade Gate that the fire will come from, they must sacrifice themselves to achieve this effect.

Water and Weather

Two of the classical Greek elements, water and air, combine to make the weather. With them, a Mage can call and dismiss storms, some of the most powerful forces of nature. At a simpler level, just being able to find water can be lifesaving.

'Ahiu Nalu (Rogue Wave)

Dead Magic 2 page 26

Entropy 2, Forces 2;

Entropy 3;

Correspondence 2, Matter 2, Prime 2

Mighty Polynesian mages would dual on the ocean, and a common weapon was the water itself, used as a big wave, created either by tampering with probability, with the forces the form a wave, or the water directly.

Calling the Wind Lords

Tradition Book: Verbena (First Edition) page 64

Forces 2, Spirit 2

The Verbena summons spirits of the winds, who then influence the weather for them. More successes allow for greater changes to the weather.

Cloud Cover

Order of Reason page 108

Forces 5

When piloting a skyrigger, this allows the Mage to hide its movements above clouds to protect it from Sleeper eyes. A failure may require Pilot Skyrigger to recover from, success allows the ship to remain hidden.

Dousing

Tradition Book: Verbena (First Edition) page 64

Life 1, Correspondence 1

The Verbena can attempt to find water using a forked stick (hazel is preferred). They do this by sensing the minute life forms in the water, rather than seeking the water itself.

Dowsing

Lost Paths: Ahl-i-Batin and Taftani page 43

Correspondence 2, Forces 2, Matter 1

With Dowsing, nothing is hidden from the Mage. When searching for a substance, particularly water, this rote finds it and brings it (or any other liquid) to the surface.

Heenalu (Wave Walking)

Dead Magic 2 page 27

Forces 2 or Matter 2

This rote allows a Mage to walk on the surface of water, either through levitation or by strengthening the water's surface itself.

Mahu (Steam)

Dead Magic 2 page 28

Forces 2, Prime 2

This rote converts water directly to steam, scalding anyone caught in it.

Sing Down the Rain

Dead Magic page 30

Matter 3, Forces 2

The Mage sings out a short poem or song to call to the ghosts that ride the clouds. This nudges the clouds into the desired position and pulls the moisture out into rain.

Storm Rune

Dead Magic 2 page 99

Entropy 3, Forces 3

This rune allows the Mage to calm storms and waves at sea.

Tempest in a Teapot

Mage: The Ascension Second Edition page 199

Mage: The Ascension Revised page 168

Forces 5

While Weather Working can manipulate existing storms, Tempest in a Teapot can create a storm out of nothing, with more successes indicating more power in the storm.

Waipuilani (Waterspout)

Dead Magic 2 page 29

Forces 3

If there are clouds, this manipulates the local weather to create a waterspout, a tornado over open water. Otherwise, the Mage can use the power of Forces directly to accomplish the same goal.

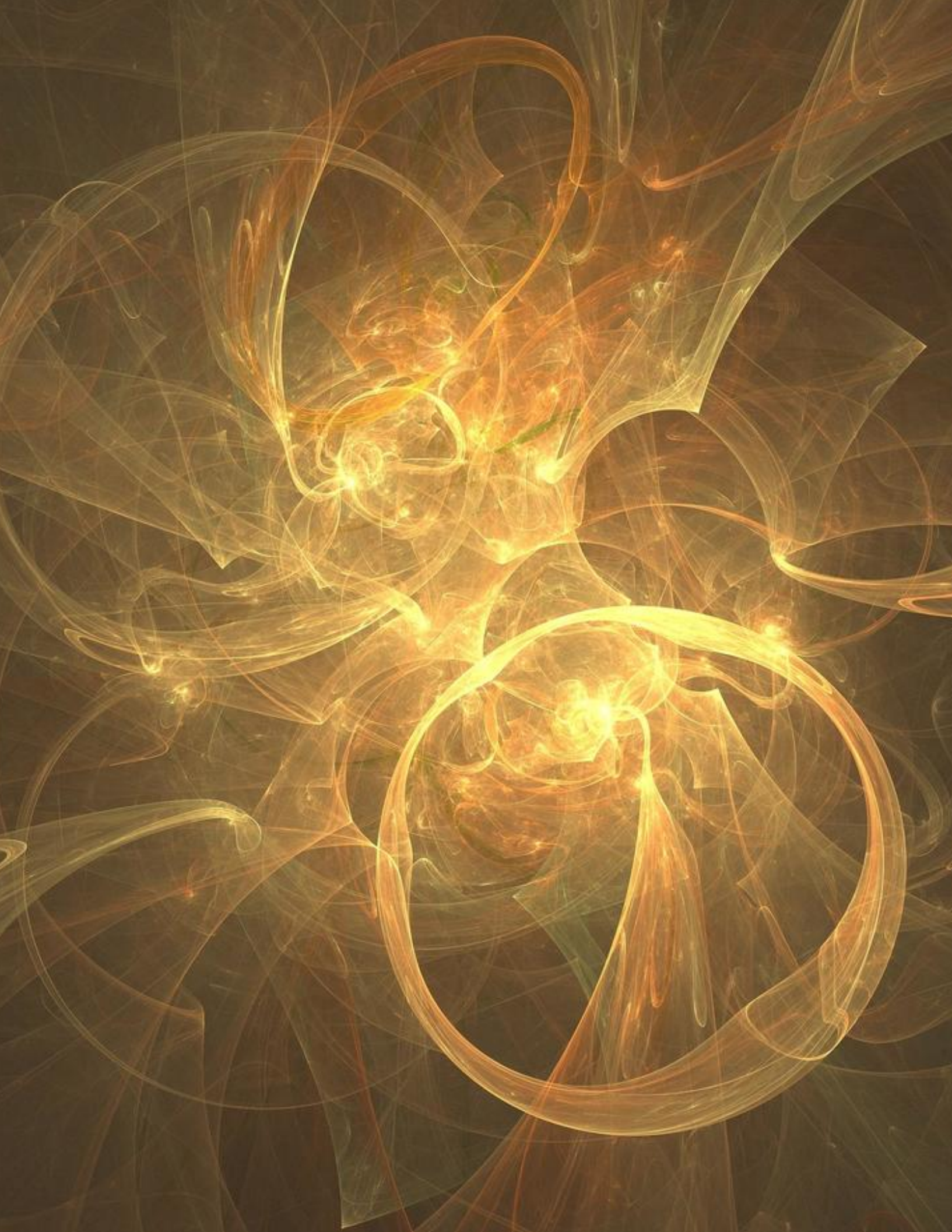
Weather Working

Mage: The Ascension Revised page 167 (as Storm Watch)

Dead Magic 2 page 103

Forces 4

This rote manipulates the weather, and can cause rapid changes such as heat waves, clearing a cloudy day, etc.



Energy-Work

Energy-Work is essentially working with pure magick. While even elemental magick filters it through flame or wind, with energy-work the raw stuff of reality is being directly used.

This leads to a subdivision into **Meta-Magick** which are effects that primarily are used to affect other magick or to prepare things for magick, **Nodes** which are sources of **Quintessence and Tass**. With these resources, you can even accomplish **Reality Manipulation** directly, making things become more or less real as you desire. The consequences of doing magick are **Resonance and Synergy**. And finally, one of the most effective ways to get more Quintessence in a hurry is **Sacrifice**, and one of the oldest, too.

Meta-Magick

Magick can be used to affect literally anything. Even magick itself. The effects here prepare things to be imbued with magick, act as countermagick, or otherwise alter the way that magick works.

Body of Light

Mage: The Ascension Revised page 183

Prime 2

This creates a body (usually based on an idealized version of the Mage) of pure Quintessence. It can be used directly as armor, or as a form that can travel to other realms without the mage, such as with Astral Projection.

Cold Water's Blessing

Dead Magic page 26

Matter 2, Prime 2

Clean water supports life, and acts as a protection against evil. By hitting the target with cold water (including tricking them into entering a river), the Mage channels the water's power to support life and washes away evil magick, unweaving any malign magic on the target.

Contingent Effect

Mage: The Ascension Revised page 193

Time 4

Allows the Mage to set a trigger for an effect. If done, the effect hangs, ready to fire, but only does so when the trigger occurs.

Counterspell Rune

Dead Magic 2 page 98

Various

This Rune acts as Countermagick.

Divert Prime Force

Technocracy: Void Engineers page 45

Prime 2

This allows a Void Engineer to tap a source of Quintessence (including their own avatar), to power an effect.

Enchant Life

Mage: The Ascension Revised page 184

Prime 3

Allows the Mage to infuse a living being with Quintessence, making it seem more real and anchoring it in reality. Additionally, this causes the creature's natural weapons to do aggravated damage, as they can now directly attack a Pattern. This requires the expenditure of a point of Quintessence.

Master's Enchantment

Mage: The Ascension Revised page 185

Prime 5

A Master of Prime may enchant a living being, a place or a time. In the case of a living being, this creates a Relic, a sort of living Talisman. For a place it creates a Node and for time a Juncture (which functions similarly to a Node). Creating a Node requires a massive number of successes beyond duration and area of effect.

Parma Magica

Tradition Book: Order of Hermes (First Edition) page 65

Prime 3

It is not an exaggeration to call Parma Magica the greatest accomplishment of Bonisagus himself, nor to say that the rote is responsible for the creation of the Order of Hermes itself. By advancing countermagick significantly, it allowed Hermetics to meet and form alliances before they had developed trust.

This rote allows the Hermetic to store up to two points of Quintessence per success which can be used for countermagick and unweaving the effects of others. These Quintessence points no longer count towards the Mage's limit but are limited by how much Quintessence the Mage can carry.

Programmed Event

Mage: The Ascension First Edition page 219

Mage: The Ascension Second Edition page 223

Mage: The Ascension Revised page 193

Time 4

An Adept of Time can stop time completely in a small area and set a time when it will resume. Objects and people (other than those the Mage makes immune) are frozen so long as no one outside the effect comes into contact with anything inside it.

Watch the Weaving

Mage: The Ascension Revised page 182

Prime 1

This allows the Mage to see effects as they are being formed, in a way compatible with their paradigm. For instance, Hermetics have a formalized system where different spheres and intentions yield different colors and shapes of magick.

Nodes

Wellsprings of the energy of reality, Mages use Nodes as a power source, and will fight each other over valuable ones. These rotes allow Mages to find Nodes, use Nodes, and in extreme cases, damage, destroy and even create Nodes.

Awaken the Sleeping Earth

Book of Chantries page 149

Prime 3, Matter 3

When a Mage finds a Node that is dormant, they can tap it. This rote opens a channel into the Node and allows the Quintessence to flow from it into some vessel.

Drain Node

Technocracy: Void Engineers page 46

Prime 4

This drains all the Quintessence from a Node and puts it into a dormant state. If awoken, the Node will return to normal.

Glorious Is the Temple

Artisan's Handbook page 52

Prime 3, Mind 2

Allows the Mage to distribute quintessence from a Node to anyone assisting in the ritual.

Leying of the Line

Book of Chantries page 149

Prime 3, Matter 3

The Mage can use this rote to create roughly a mile of ley line per success. The line transfers Quintessence from a Node to whatever is at the end of the line, usually a Chantry. Of course, Quintessence can be drawn from the Node itself, cutting off the supply.

Locate Quintessence Flow

Technocracy: Void Engineers page 45

Prime 1

This allows Void Engineers to trace Quintessence flows back to the Node that they originate at.

Node Raider

Guide to the Traditions page 280

Prime 3

This rote allows the Mage to pull Quintessence out of a Node roughly, in a way that can damage the Node. Usually used either in desperation or as an attack on an enemy's resources, this rote gives the Mage one point of Quintessence per success, which can be redirected into a Periapt if the Mage has one. The node, however, gives no Quintessence or Tass for a number of days equal to the number of successes. For every ten successes, the Node loses one level of power permanently, and if it drops to zero, it is destroyed.

Primal Credit Rating

Convention Book: Syndicate (Revised) page 75

Data 3, Primal Utility 3, Entropy 2

The Syndicate agent can make the target have a hard time drawing Primal Energy from technological sources. For the duration, each success devoted to this effect prevents the absorption of one point of Primal Energy every time the target might collect it from a source that has Rank 1 Data sympathy.

Prime Location

Book of Shadows page 145

Correspondence 1 or 2, Prime 1

Mages understand how important location is, almost as much as realtors. This rote allows the Mage to find the specific location of a Node. With Correspondence 1, it must be nearby, with Correspondence 2 it can be anywhere.

Sense Node

Technocracy: New World Order page 48

Correspondence 2, Prime 1

With the proper equipment, a Watcher can detect if a building contains a Node.

Tap Node

Technocracy: Void Engineers page 45

Prime 3

This allows the Void Engineer to draw power from a Node, to the point where it is temporarily useless. This requires a number of successes proportional to the strength of the Node being tapped.

Terminal Sanitization

Technocracy: Void Engineers page 46

Prime 5

When a Node has been corrupted by Nephandic ritual or a Marauder, this essentially turns it off until its resonance has been scrubbed.

Wellspring

Mage: The Ascension Revised page 185

Prime 4

At a location with Resonance particularly in tune with the Mage, this rote allows the Mage to draw some Quintessence from this spot, effectively using it as a Node.

Quintessence and Tass

If Nodes are the source of magickal power, Quintessence is the energy itself, and Tass is its material form. These rotes move Quintessence around, whether it's between people or a person and a Node.

Bond of Blood

Mage: The Ascension First Edition page 211

Mage: The Ascension Second Edition page 215

Mage: The Ascension Revised page 183

Prime 3

A Disciple of Prime can pull Quintessence directly out of a Node, out of a willing target, or can reverse these, placing Quintessence in the Node or gifting Quintessence to an ally.

The Burning Lotus

Tradition Book: Euthanatos (First Edition) page 68

Prime 5, Entropy 4, Forces 3, optional Spirit 2, optional Mind 3

A suicide maneuver that is rarely used, the Euthanatos pulls all the Quintessence they can, from their body, the surrounding area, anything at all. This Quintessence then fuels a massive storm of elemental fury that consumes and degrades anything in its path for 20 feet per success.

With Spirit, this rote can be sent across the Gauntlet and with Mind the Mage sends out a final message before being consumed.

Convert Node to Tass

Technocracy: Void Engineers page 46

Prime 3

Despite the name, this procedure doesn't actually remove the Node, but rather draws all the available Quintessence from it and store it in devices that use Tass to power their effects, or even store it directly as Tass.

Cup of Joe

Tradition Book: Hollow Ones (Revised) page 62

Prime 3

A Hollow One can use this rote to transfer a number of points of Quintessence up to their Arete into a caffeinated beverage, which then are transferred to whoever drinks it.

Drain Tass

Order of Reason page 83

Prime 3

Allows the Mage to draw Tass from a node in excess of their avatar rating.

Economic Warfare

Convention Book: Syndicate (Revised) page 83

Primal Utility 4

For a period of time, each success decreases the target's Resources background by one. If enough successes are spent to make the duration permanent, two successes are needed to decrease Resources permanently by one.

Footbind

Book of Crafts page 119

Prime 3, Life 2, Forces 2

This excruciatingly painful and debilitating ritual is often performed on Wu-Keng when they join the craft. The Wu-Keng has all the difficulties that footbinding causes, including deformed feet, often to the point of being unable to walk unaided. In exchange, the wrappings used allow the Mage to draw Quintessence from the surroundings into their bindings, and use that Quintessence as needed.

Fount of Paradise

Mage: The Ascension Revised page 185

Prime 5

With Master of Prime, a Mage can draw Quintessence from the Universe at large, not needing to be in any special place to obtain it.

The Hand of the Siphoner

Book of Chantries page 149

Prime 3, Matter 1

By touching the physical object tied to a Node, the Mage can draw Quintessence from it at one point per success. This does not work on dormant Nodes.

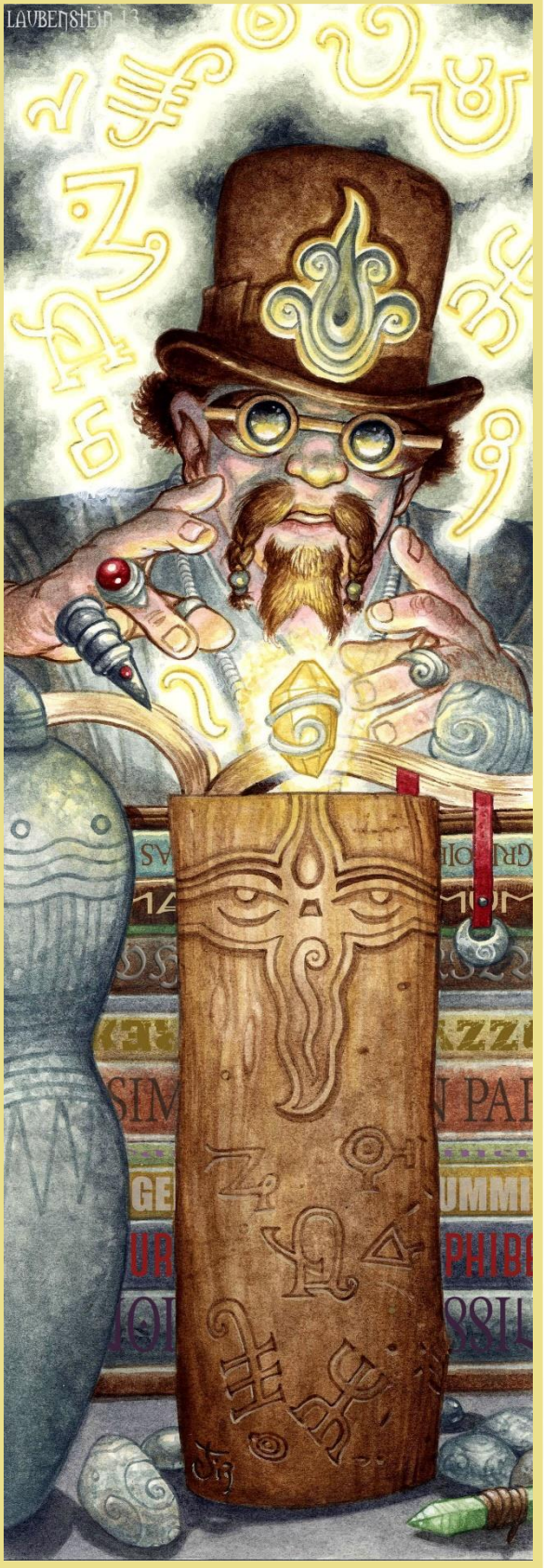
Hymn of Beatific Harmony

Mage: The Ascension First Edition page 226

Prime 3, Correspondence 3

This rote allows Quintessence to be sent anywhere on Earth.

Primal Infusion



Technocracy: Progenitors page 44 (as Create Primessence Drug)

Convention Book: Progenitors (Revised) page 74

Life 3, Prime 3

The recipient of this effect is treated for three to six months with specialized drugs and chemicals. The result is that every week they generate a point of Prime Energy, which causes one health level of damage that cannot be healed while the Prime Energy is held. They can hold a one point of Prime Energy per dot of Stamina. Furthermore, any roll to resist disease has a difficulty increase of two, as this procedure weakens the body significantly.

Primal Net

Technocracy: Progenitors page 46 (as Quintessence Net)

Convention Book: Progenitors (Revised) page 74

Life 2, Matter 2, Prime 2

This procedure is performed at the level of an entire hospital and siphons off a small amount of Prime Energy from people in persistent vegetative states or long-term intensive care. It slightly decreases the recovery rate for coma patients. This works distressingly well when paired with Primal Infusion.

Radiate Prime Energy

Mage: The Ascension First Edition page 226

Prime 3, Entropy 2

This rote allows the Mage to force Quintessence out of a target (limited by the target's avatar rating).

Recharge Device

Technocracy: Iteration X page 48

Prime 3

With this procedure, Technocratic Devices can be recharged, infusing Primal Energy into them.

Recharge Gift

Mage: The Ascension First Edition page 212

Mage: The Ascension Second Edition page 215

Prime 5

Quintessence flows through everything, and with this rote, a Mage can consume those Patterns to refill their Quintessence store.

The Rush

Mage: The Ascension First Edition page 210

Mage: The Ascension Second Edition page 214

Prime 1

This rote allows the Mage to store more Quintessence than their avatar rating.

Sense Quintessence

Mage: The Ascension First Edition page 210

Mage: The Ascension Second Edition page 214

Prime 1

This rote allows the Mage to sense free Quintessence, particularly any source of Quintessence or any magickal effect.

Spinning Thread

Lost Paths: Ahl-i-Batin and Taftani page 91

Forces 3 or Matter 3, Prime 2, Spirit 2

Allows the Weaver to pull esoteric things, such as "the shriek of a thrice cursed ifrit" and convert it into a physical form, Tass.

Reality Manipulation

Some of the most powerful applications of Energy-Work call under Reality Manipulation. Here, Paradox can be delayed or shunted off onto someone else and Patterns can be directly unmade or perfected.

Delay Paradox

Lost Paths: Ahl-i-Batin and Taftani page 89

Prime 3, Spirit 3, Time 3

The Taftani tend to accrue large amounts of paradox. Their very survival has depended on being able to find ways to mitigate the damage that it does. With this rote, the Taftani can delay the full backlash, and cause their Paradox to accrue at a rate of at most one per day, with a number of days equal to the number of successes in between points. This spreads out the damage and allows the Taftani to avoid a single, large paradox backlash.

Flames of Purification

Mage: The Ascension First Edition page 211

Mage: The Ascension Second Edition page 215

Mage: The Ascension Revised page 184

Prime 4

The Flames of Purification is a direct attack on the target's Pattern, attempting to dissolve the Pattern and return the Quintessence that makes it up to the universe. Optionally, some of that Quintessence can be captured by the Mage for other purposes.

Healthy Skepticism

Guide to the Technocracy page 209

Entropy 3, Mind 2

The Technocrat using this provides a logical explanation for why some supernatural effect is impossible, causing them to count as a witness for vulgar mystical effects.

Holy Stroke

Mage: The Ascension Revised page 183

Prime 2

By spending a point of Quintessence, the Mage can attack something directly with a bolt of pure, primal energy.

Matter-Energy Converter

Technocracy: Void Engineers page 48

Prime 2 or 5

This Procedure is focused through an energy weapon and disrupts Life Patterns. The simpler version merely causes effects like Rubbing of Bones, which is painful but causes no damage. The more advanced version can directly destroy a living Pattern.

Paradox Ward

Mage: The Ascension Revised page 185

Prime 5

The Master of Prime can invest Quintessence into an object, doing so with great care and attention to detail, and in doing so, smooth out the universe for them, canceling out Paradox that they have (or will) accumulate.

Penance for the Sicarii

Tradition Book: Celestial Chorus (Revised) page 58

Prime 4, Correspondence 3, optional Time 4

In Chorister legends, there are two groups of monks, White and Red. The Red Monks brought justice and righteousness to the world without fear, because the White Monks took the paradox intended for them. This rote allows a Mage to take on another's paradox as it hits. With Time, the effect can be cast well in advance rather than needing to cast it at the time.

Quintessence Blast

Mage: The Ascension First Edition page 212

Mage: The Ascension Second Edition page 215

Prime 5

By supercharging a crystal with Quintessence, a Master of Prime is capable of (temporarily) drawing in and dispelling a Paradox Spirit. The crystal is destroyed, and the Mage who does this will surely be remembered by that Paradox Spirit.

Spirit Pilgrimage

Mage: The Ascension First Edition page 226

Prime 5, Life 3

Masters of Prime can stop the flow of Quintessence to parts of their body, causing them to become incorporeal.

Resonance and Synergy

Every action has an equal and opposite reaction. Or, in more general terms: actions have consequences. When a Mage changes Reality, Reality change the Mage a bit as well. Resonance and Synergy are both ways that Reality and the Mage interact, and these rotes affect them. The rules for Resonance and Synergy are presented in **The Book of Secrets** pages 128-138.

Balancing the Furies

Tradition Book: Akashic Brotherhood (Revised) page 71

Prime 3 or 5

This allows the Akashic to temporarily change the Mage's Resonance, or at Prime 5, pass it along to another being.

Change the Resonance

Book of Crafts page 41

Matter 2, Mind 2

This allows the Child of Knowledge to alter the Resonance of an inanimate object.

Node Spike

Guide to the Traditions page 281

Prime 3, Mind 2 or 3

By performing a symbolically painful or poisonous act at a Node, the Mage can turn that concentrated pain or hate into a Resonance for the Node that makes it much more difficult to use. Successes are split between duration and strength, with the strength acting as an empathic attack, causing anyone trying to use the Node to feel intense pain, nausea and disorientation if they fail a Willpower roll. With Mind 3, it becomes an actual mental attack, causing damage to anyone trying to use the Node.

Occlude the Seal of Power

Tradition Book: Order of Hermes (Revised) page 67

Prime 4, Mind 2, Matter 2

A rote originating among House Bonisagus but spreading to the rest of the Order quickly, this allows the Mage to temporarily storing their resonance in an object. The Mage lights four pieces of frankincense, breathes deeply 10 times while exhaling onto an object made of some precious substance and speaks the Enochian names of the spheres. At the end, they pass a point of Quintessence into the object, and for the duration of the effect one point of their resonance is on that object.

Orgone Accumulator

Tradition Book: Sons of Ether (Revised) page 62

Prime 3 or 5

Some Etherites work with the Odyllic Force, stored as Orgone, a representation of the emotional nature of the universe, not just the physical. This allows them to imbue their devices with Resonance. With Prime 3, each success allows a focus to hold two Resonance traits for the duration or until they are used. Prime 5 also gives the benefits of the Fount of Paradise effect.

Psychic Impression

Mage: The Ascension Second Edition page 210

Mage: The Ascension Revised page 177

Mind 2

The Mage imparts an emotional signature to a location, granting it a Resonance trait based on the emotion imparted.

Tag

Digital Web page 99

Tradition Book: Virtual Adepts (Revised) page 64

Correspondence 2, Prime 3

This Chaotician rote marks a person as a criminal in the eyes of the Virtual Adepts. The mark is unseen, but noticeable in the target's Resonance. Each success subtracts one from the difficulty to see it.

Sacrifice

In the ancient world, it was completely uncontroversial that sacrifice lead to power. In some places, human sacrifice was used, in others, animals. But one thing was certain, that the loss of one thing could turn into the gain of another.

The Ball Game

Dead Magic page 76

Life 2

By having the sacrifices play some sort of competitive athletic game, the difficulty of the sacrifice is decreased by one.

Blood for the Gods

Dead Magic page 75

Spirit 3, Life 2, Prime 1

Unlike Heart for Huitzilopochtli, Blood for the Gods makes a sacrifice dedicated to an appropriate deity in exchange for a boost of two to some Attribute or Talent for the duration of the effect. This is a boon from a spirit, bound into the Mage with Life rather than acquired through the Better Body rote.

Blood of the Sacred King

Tradition Book: Verbena (Revised) page 65

Prime 3

This rote allows the Verbena to sacrifice a person in exchange for Quintessence. A Sleeper sacrificed this way gives one Quintessence for each bashing or lethal health level (so 14 in total for an average person).

If a Mage is sacrificed, this rote can restore a dying Node. For each two dots of Arete, the Node gains one point, rounded up if the Mage rolls any 10s, down otherwise. A Mage sacrificed in this way cannot be brought back by any means, does not become a ghost, and cannot be contacted in any way. The only remnant of the Mage is in the Resonance of the Node.

Cup of Itz

Dead Magic page 77

Life 2, Prime 1

Using a large, decorated bowl, the Mage pierces their genitalia and allows blood to drain out into the bowl as an offering to the gods. This allows them to gain Quintessence as in Heart's Blood. The Life component of the rote prevents the Mage from feeling the pain, preventing wound penalties

Heart for Huitzilopochtli

Dead Magic page 74

Life 5, Spirit 5, Prime 5

For one of any number of possible reasons, the Aztecs engaged in regular human sacrifice. This rote allows a Mage who sacrifices a victim and tears out their heart to generate three points of Quintessence for each success. With five or more successes, the avatar itself of the victim is destroyed to create this Quintessence. The Mage gains Entropic synergy: often Death, but if used as part of a fertility ritual, it could be Renewal.

Heart's Blood

Mage: The Ascension Second Edition page 214

Mage: The Sorcerer's Crusade page 269

Mage: The Ascension Revised page 182

Prime 1

The Mage can sacrifice their health for Quintessence, at a rate of one point per health level of bashing damage taken.

Kaumaha (Sacrifice)

Dead Magic 2 page 27

Prime 3, Spirit 2

By throwing a living being into a volcano, a Mage can harvest the Quintessence given off by the sacrifice, as in Lambs to the Slaughter.

Lambs to the Slaughter

Mage: The Ascension Revised page 184

Prime 3

Though self-sacrifice as in Heart's Blood is preferred by most, a Mage can sacrifice others for Quintessence just as they can sacrifice of themselves. This sacrifice can be a material object, an animal, or even a person, but to gain the Quintessence from this rote, the subject (if intelligent) must be willing.

Midnight Oil

Order of Reason page 82

Prime 1

This rote allows a member of the Order of Reason to sacrifice their health to get a boost of quintessence.

Self-Sacrifice

Tradition Book: Verbena (Revised) page 67

Prime 1

The Verbena may make a sacrifice to gain Quintessence. By self-harming, such as cutting runes into their flesh, the mage gains one point of Quintessence for each level of bashing damage taken, and an additional point for each lethal.

Enhanced Combat

There are many ways for magick to enhance combat. Fighting and warfare are as old as humanity, so it's no surprise that Mages have refined their ability to make violence work more in their favor.

This chapter begins with **Utility** rotes, which are useful in combat but not tied to any particular technique. Then it covers **Cooperation**, rotes that enhance the ability of groups to work together. Then it turns to specific aspects of combat: **Martial Arts**, **Melee** and **Ranged** fighting.

Utility

There are many helpful rotes for combat that are beneficial to everyone, no matter how they choose to fight.

Arrest the Flight of Arrows

Tradition Book: Verbena (Revised) page 64

Forces 2

This rote allows the Mage to stop missile weapons from harming the Mage. Every success rolled is subtracted from the attack roll for the missile, as the kinetic energy of it is leeched away.

Crowdsourced Combat

Convention Book: Syndicate (Revised) page 72

Correspondence 2, Forces 1, Mind 1

Filtering the fighting techniques of recorded MMA fights, martial arts training videos, military manuals and police reports through Progenitor biomechanical analyses and Iteration X tactical simulations, this Procedure matches the technique to the situation at hand for a Syndicate agent. Each success reduces the difficulty of combat rolls for one ability of the Syndicate Agent's by 1, and successes are divided between combat abilities and then duration.

Infidel's Laughter

Lost Paths: Ahl-i-Batin and Taftani page 89

Forces 2, Spirit 2

This rote allows the Taftani to reverse the momentum of any attack that comes very close to them, causing bullets and knives to bounce off them. With enough successes, they even retrace their original paths, which can cause bullets to hit the person who fired them.

Lucky Blow

Order of Reason page 70

Entropy 2

This rote allows the Mage to detect weaknesses during combat and exploit them. Against normal opponents, successes can be used to decrease the difficulty on a single attack roll or to bypass armor by finding a location that isn't protected. Against non-human opponents, it allows the Mage to find the opponents weaknesses, allowing called shots even when the physiology is unfamiliar.

Sense the Echo of the Dragon

Mage: The Ascension First Edition page 226

Mind 3, Time 2

By meditating on an upcoming fight and the opponent's style, this rote allows a Mage to predict their opponent's movements in combat. In particular, it gives additional dice on defensive maneuvers.

Spearcatcher Rune

Dead Magic 2 page 98

Correspondence 1, Time 3, optional Forces 3

This rune slows down time as the Mage sees a spear coming for them, and they become acutely aware of the location of each projectile. Each success allows them to pluck one projectile from the air. Forces must be used to do this with bullets, to dissipate the heat from the bullets, or else use heat-resistant gloves.

Strategy

Order of Reason page 87

Time 2

By stopping and taking a moment to think, the Mage gains a bonus of -1 difficulty per success on their next attack in the combat, due to gaining an insight into what their opponent is about to do and where they are about to be.

Targeting Computation

Technocracy: Iteration X page 47

Order of Reason page 66 (as Targeting)

Artisan's Handbook page 46 (as Aiming Grid)

Correspondence 1

This allows an Iterator to locate and track their enemies. This procedure removes cover penalties

(except for full cover) and reduces the difficulty of the next projectile attack on that target.

Time-Motion Study

Technocracy: Iteration X page 49

Correspondence 1, Time 1

This Procedure allows an Iterator to analyze their movements and determine the most efficient way to accomplish a task. It gives a bonus of one per success of their next initiative roll.

Wearing the Bear Shirt

Dead Magic 2 page 104

Life 3, Mind 1, Spirit 4

Also known as berserking, this makes the Mage terrifying in battle. The Mage channels the spirit of a bear, borrowing its strength, stamina and ferocity. For each success, the Mage adds one dot to Strength or Stamina or may ignore a level of wound penalties for the scene. Attributes may be increased to legendary levels with this, but at the cost of Permanent Paradox during the duration of the rote.

Wrath of God

Order of Reason page 82

Prime 2

This effect allows the Mage to spend quintessence to turn the damage from an attack against a supernatural creature from non-aggravated to aggravated damage.

Coordination

Nothing succeeds in combat like a group of people working together as a single unit. Magick can be used to make it easier to coordinate, to enhance the ability of the group to do damage, and many other things.

Battle Rune

Dead Magic 2 page 99

Correspondence 3, Life 4, Mind 3

This rune turns a group of people into a coordinated and formidable battle group. Each success adds a person to the effect, bringing them to peak physical health, healing all bashing damage at the end of each turn, and halving damage penalties from lethal damage. They also have their temporary Willpower replenished until the end of the scene, at which point they return to their previous level and then lose one.

Coordinated Fire

Convention Book: Void Engineers (Revised) page 85

Correspondence 1, Mind 2, Time 1

By linking several peoples' equipment together and giving good information to their leader, Void Engineers can combine their fire into a single attack. Each success from the team leader allows one more person to be involved in the effect, and then combine their Dexterity + Firearms or Energy Weapons into a single massive dice pool (burst and fully automatic bonuses are only added once), if the target can soak, it may soak once for each weapon used.

Hail of Bullets

Technocracy: New World Order page 48

Time 3, Forces 2

This group Procedure causes a collection of New World Order agents to fill the air with an unrealistic number of bullets or lasers. Each member of the group must be using a weapon that has been altered to increase the rate of fire and each success gives an additional attack to the group as a whole.

Legion's Life

Dead Magic page 106

Prime 3, Life 2

Requiring a group of at least twenty people who have bonded closely (such as with common military training), the Mage can use this bonding to siphon off Quintessence from the group rather than from individuals, not taking much from any single person. For every twenty people in the group, the Mage can gain one Quintessence without causing any harm. The Mage can pull a maximum of one Quintessence per success on this rote. This draw may be done once per day.

Marching Orders

Order of Reason page 78

Mind 1

This Artificer rote comes from attempting to quantify everything involving in military matters. The Mage uses

this rote before leading others into battle, and the successes from it may be used at various points in that battle to represent superior positioning and morale for the Mage's troops.

Mind of the Ant Hill

Dead Magic page 107

Mind 4

The Romans were masters of military coordination, and devised this technique. For every success, the group has a die that any member can use in combat once. Usually, it is prepared as an extended ritual before battle, using war machines and siege engines as foci and creating a very large pool for the group's use.

Martial Arts

Martial arts have long been associated with Magick, and some rotes require them to be used. Several of these rotes require the Akashic skill of Do, and without it they cannot be used.

108 Plum Blossoms

Dragons of the East page 59

Forces 2, Correspondence 2

By practicing the 108 Plum Blossoms stances, the Wu Lung can obtain preternatural balance. They will only lose their balance on a frictionless surface.

Arashi-Waza

Tradition Book: Akashic Brotherhood (Revised) page 68

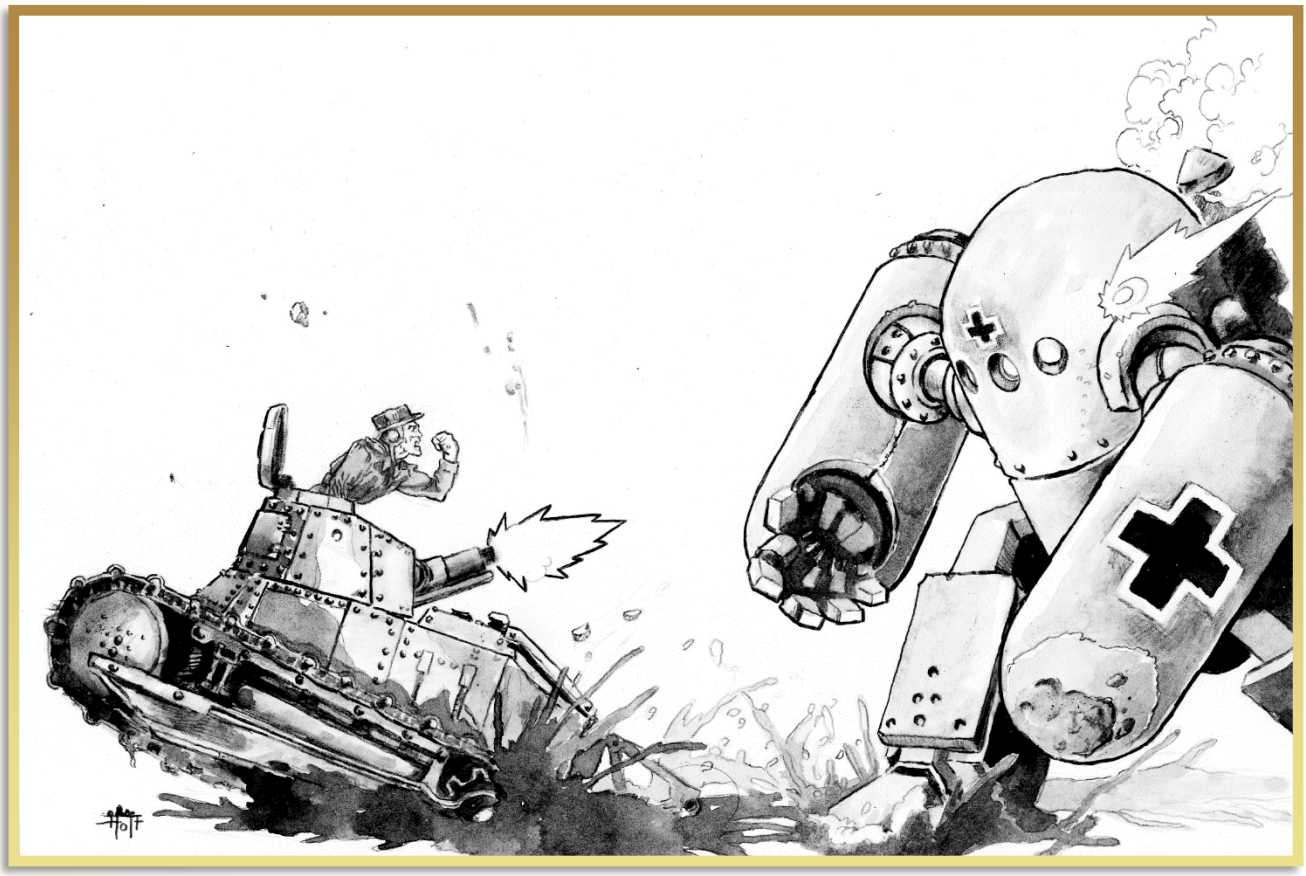
Correspondence 2, Forces 2, Time 3

This rote allows an Akashic to move quickly, spinning to gather speed and power and then unleashing their attack on enemies within range. Successes either are spent to increase effective combat dice or allow targets that are usually unreachable to be targeted, but otherwise the Mage uses standard multiple-action rules.

Bullet Catch

Mage: The Ascension 20th Anniversary Edition page 607

Forces 2, Life 2, Time 2



A skilled martial artist can catch many weapons as they are used against them. However, bullets can only be caught that way through the enlightened martial art of Do.

Dragon Fist

Book of Shadows page 147

Life 3, Prime 2, optional Forces 3

Required Do Maneuver: Punch or Kick

The Akashic focuses their Chi and their attacks do aggravated damage. Each attack expends a point of Quintessence. The version with just Life works on living opponents by rupturing organs. The version with Forces also causes their fists to burst into flame, burning their targets.

Eight Drunken Hsien

Dragons of the East page 50

Mind 3 or Entropy 2, Life 2

Akashics can use Do to defend against multiple opponents at a time, and make it look like an accident. Often called the "drunken master" technique, the Akashic takes a staggering stance that appears drunk, and though every move is effective, all of them appear to be accidental. The Mind 3 version makes the movements seem accidental, the Entropy and Life version actually randomizes movements, while still directing them at opponents. Each success lowers the Akashic's difficulty to hit and increases the difficulty to hit them.

The Final Blow

Tradition Book: Akashic Brotherhood (Revised) page 68

Entropy 4, Life 3, Mind 5, Prime 3

One of the most famous applications of Do, this rote allows the Akashic using it to keep standing beyond the point where they should have died in order to complete a battle.

Each success adds an extra health level which, in addition to the spending of a Willpower point, allows the Akashic to continue fighting, even after death. Additional successes are spent on duration.

Flying Dragon Kick

Book of Shadows page 148

Forces 4, Correspondence 1

Required Do Maneuver: Flying Kick

With this maneuver, an Akashic can stay aloft even for several minutes of long-distance flight to deliver a flying kick to a target, so long as the target was in sight (including Correspondence) and the Mage travels a straight line.

Focus of the Blow

Tradition Book: Akashic Brotherhood (First Edition) page 63

Forces 1, Mind 1

Required Do Maneuver: Punch, Kick, Flying Kick or Throw

Damage difficulty is decreased by one per success. Furthermore, for the duration, a teacher can tell if the maneuver was employed correctly with complete accuracy.

Hands of Death

Technocracy: Syndicate page 48

Guide to the Technocracy page 212

Mage: The Ascension 20th Anniversary Edition page 601

Life 3 or Forces 2 or both

Either using Life to hit internal organs precisely or Forces to hit harder (or both), this makes the Technocrat much more capable at hand-to-hand combat.

Long Fist

Book of Shadows page 148

Correspondence 4, Forces 3, Prime 2

Required Do Maneuver: Punch

This technique focuses the Akashic's Chi to strike additional targets at a rate of one per success. This attack does Forces damage rather than regular punching damage, and the targets may be out of normal reach (up to 3 yards per level of Do) and may punch through objects without damaging them.

Piercing Cry

Book of Shadows page 148

Matter 3, Entropy 3

Required Do Maneuver: Kiai

This Do technique allows the Akashic to shatter solid objects. One success allows them to break glass, while three or four is enough to crack a wall or heavy door.

Purifying Step

Tradition Book: Akashic Brotherhood (Revised) page 66

Forces 2 or Spirit 2

The Akashic steps forward (or claps hands together) to cause the ground to shake. The Forces version of this rote directly transmits energy through the ground to the target, which can cause direct injury or push them three feet per success in any direction. The Spirit version calls a spirit through the strong step, is a quick but less directed version of Call Spirit.

Repeating Blow

Tradition Book: Akashic Brotherhood (First Edition) page 64

Forces 3, Correspondence 3, Mind 1, Prime 2

Required Do Maneuver: Punch or Kick

The Akashic spends several rounds attacking and pulling back a blow, storing the energy that they had put into it. For each turn spent this way, the difficulty increases. Up to a maximum of five, each success acts as a multiplier to the damage dice pool when the final blow actually lands. Due to the near impossibility of hitting a moving target with this rote, it is most useful for destroying barriers, vehicles, and other stationary targets.

Righteous Fist

Tradition Book: Akashic Brotherhood (Revised) page 67

Life 3, Mind 4, Time 4

Akashics of the Hsien Chuan and Lohan Chuan schools can set the injury from a blow to trigger when they do a proscribed act or think a banned thought. The Akashic strikes the Metal Element pressure point while chanting a portion of the Drahma Sutra, and they can seal away a thought or action, binding the target to take damage should they violate this ban.

Rolling Hands

Tradition Book: Akashic Brotherhood (Revised) page 67

Forces 1

When a martial artist makes contact with an opponent, this rote allows them to react more quickly by sensing the opponent's movement extremely finely. This allows a difficulty reduction of 1 per success for any parry or block.

Screech of the Owl

Book of Shadows page 148

Mind 3, Entropy 3

Required Do Maneuver: Kiai

Often, an Akashic prefers to avoid battle. With this technique, the Akashic can stun up to their Stamina + Intimidation number of opponents, for a number of turns equal to the successes.

Spirit Wounder

Tradition Book: Akashic Brotherhood (First Edition) page 64

Spirit 2

Required Do Maneuver: Punch, Kick or Throw

By focusing their Chi, an Akashic can use Do to harm spirits just as they would humans.

Melee

There is a certain magick in a blade, that the most skilled users can tap into. Other melee weapons also have a bit of this, and many Mages use a melee weapon of some sort as a focus for their combat effects.

Blade Sense

The Swashbuckler's Handbook page 94

Correspondence 1, Matter 1, Life 1

A combination of extra-spatial awareness, physical precision and a bond with the blade, this gives the fencer a bonus to difficulty on the next parry or attack roll.

The Hero's Challenge

The Swashbuckler's Handbook page 91

Mind 2

When a swordsman is outnumbered, a taunt backed by this rote can mock their enemies into coming at them one at a time instead of all at once.

Iron Snake

Tradition Book: Akashic Brotherhood (Revised) page 67

Correspondence 2, Forces 2, Mind 3

Only extremely skilled melee fighters among the Akashics (six dice in Dexterity + Melee) can attempt this rote.

With any flexible weapon, such as a chain, rope, or cloth, the Mage can entrance their enemy and strike in unexpected ways. This causes the opponent's melee dice pools to decrease by one per success.

Jabarut (The Darwishim Battle Trance)

Lost Paths: Ahl-i-Batin and Taftani page 41

Life 3, Prime 3, Time 3, Correspondence 1

The Ahl-i-Batin goes into a trance for battle, giving rise to legends of the whirling dervish. The rote causes the Mage's hand-to-hand attacks to do aggravated damage, and beyond the first success, successes are spent on increasing accuracy, damage and gaining extra actions. Furthermore, they will know the location of all their opponents, can spend successes to increase Physical Attributes as in Better Body, or even spend two successes for an extra "Bruised" health level.

Splitting a Cuirass

Artisan's Handbook page 48

The Swashbuckler's Handbook page 95 (as Piercing Thrust)

Entropy 1, either Life 1 or Matter 1, optional other spheres

Like Cynical Eye. Splitting the Cuirass allows the user to find flaws in armor, with Life used for natural armor and Matter used otherwise.

Swordbreaker Rune

Dead Magic 2 page 98

Forces 2, optional Matter 3

With just Forces, this creates a field that redirects kinetic energy around them to protect them from a weapon. With Matter, it makes an enemy's weapon brittle and easily broken.

Wind-Water Skein

Dragons of the East page 66

Correspondence 3, Matter 3, Forces 2, Prime 2

The Wu-Keng creates a bridal gown with a ragged edge with threads still on the needles. By donning the gown, they gain the ability to control these needles. They can go virtually anywhere, and the Wu-Keng has enough control over them to attack, throw, reel-in or immobilize the target. This silk is nearly indestructible.

Ranged

Pioneered by the Technocracy, firearms were for a long time their own sort of magick entirely. Now, they are considered largely mundane, but magick can assist significantly in their use. Although not as effective in the modern world, other ranged weapons, such as bows, can also be assisted by many of the same rotes.

Deadaim

Initiates of the Art page 81

Entropy 1, Forces 1, optional Life 1

Enhances the Mage's ability to aim a gun, successes decrease the difficulty of the attack by one per success.

Death Ray

Tradition Book: Sons of Ether (Revised) page 60

Entropy 4 or Forces 3, Prime 2, optional Time 3

What is a Mad Scientist without a Death Ray? There are fundamentally two different kinds of death rays: one that is essentially a laser, focusing energy of some sort at a target. The other is more of a disintegration beam, through some technique or other it sends a black, jagged bolt at the target which disrupts its Pattern directly. With Time 3, either of these can be treated as an automatic weapon.

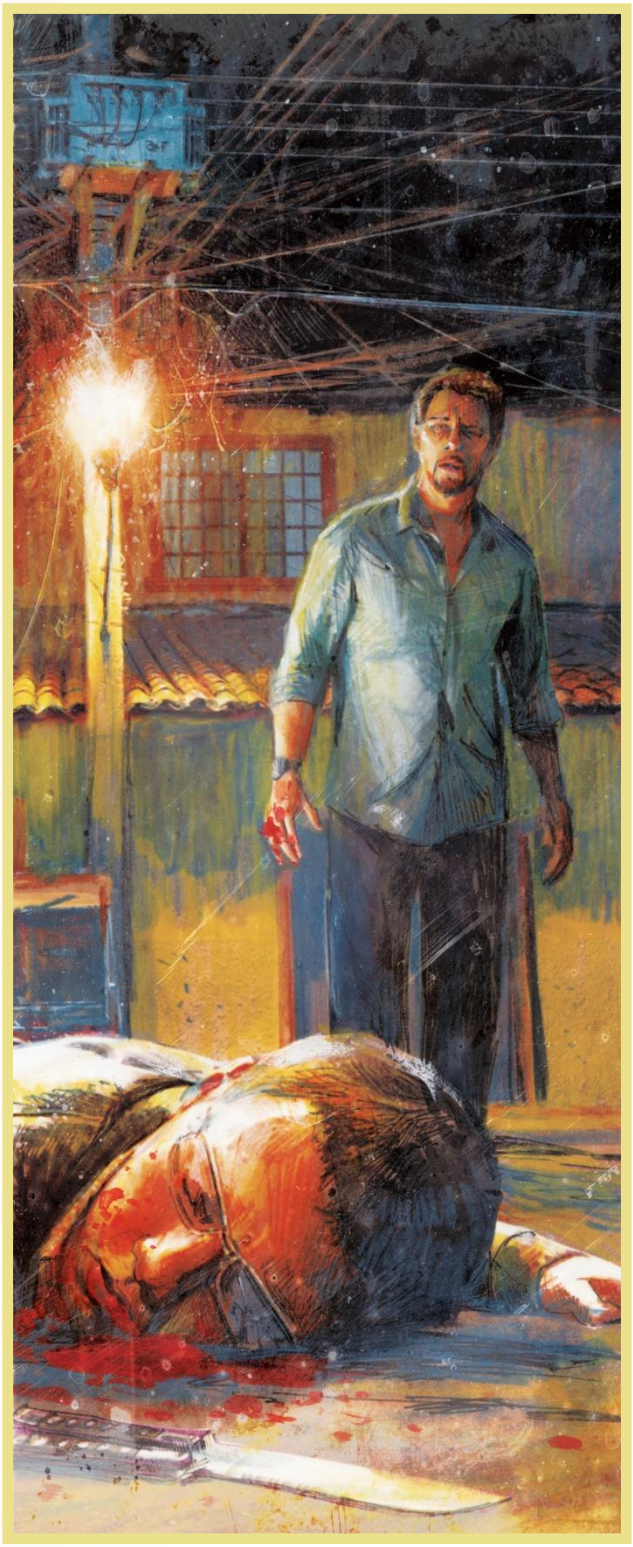
Both version inflict aggravated damage and requires a successful Dexterity + Firearms roll to hit the target.

Emit Beam-Ray

Technocracy: Iteration X page 49

Forces 3, Prime 2

By efficiently combining several techniques, Iteration X's Time-Motion Managers developed this procedure. It attacks the target with a variety of simple forces: microwaves attack with heat, a laser attempts to burn and blind, noise can deafen, and X-rays have little



immediate effect, but if the target survives the short term, can cause cancer.

Golden Gunman

Guide to the Technocracy page 216

Mage: The Ascension 20th Anniversary Edition page 605

Time 3, Forces 2

When dual-wielding firearms and making a dramatic entrance, the Technocrat can get off an extra shot each turn for each success. As an option, successes can be spent to increase damage.

Grand Salvo

Artisan's Handbook page 50

Forces 2

Increases the damage from any weapon that fires off at least five attacks within a single round. For every two successes, an additional shot can be fired.

Holdout Weapon

Technocracy: New World Order page 49

Guide to the Technocracy page 213

Matter 3, Prime 2

With this Procedure, an Agent can materialize a small, easily concealed weapon, particularly useful in desperate situations.

Hot-Shotting

Guide to the Technocracy page 210

Mage: The Ascension 20th Anniversary Edition page 601

Forces 3

Sometimes, conspiracy and cover up fail and the only solution is to start shooting. Hot-Shotting makes that significantly easier, allowing the Technocrat to add successes to their damage on the next gunshot.

Laserblast

Technocracy: Void Engineers page 48

Forces 3, Prime 2

A direct Forces attack, via a laser fired from an energy weapon.

Magic Bullet

Tradition Book: Euthanatos (Revised) page 61

Entropy 2, Forces 2

For those Euthanatos more comfortable with modern technology, this rote allows them to fire a bullet and cause chance to break just right for it to hit multiple targets, ricochet in unpredictable ways, or otherwise

behave unexpectedly. In particular, it allows the Mage to hit additional targets with the same bullet.

Ricochet

Hidden Lore page 12

Correspondence 1, Forces 1, Matter 1, Time 1

When defending against an incoming missile attack slower than a bullet, the successes are subtracted before determining if it hits. The Akashic is using Do to track the attack and deflect it. If the number of successes is greater than that of the attacker, the Akashic has the choice to try to deflect the attack back at the source.

Rudra's Bow

Tradition Book: Euthanatos (Revised) page 61

Life 3, Forces 2, optional other spheres

The Euthanatos calls upon the archers of legend (Rudra in India, Artemis in Greece, etc.) to make their bow supernaturally powerful. Other spheres may be invoked for additional effects, but the core effect is that each success adds two dice of aggravated damage (via Life 3) as anyone hit by the arrows fired from the bow is immediately attacked by vicious, fast-acting disease.

The Swift Lock

Artisan's Handbook page 49

Forces 2

Increases a flintlock firearm's rate of fire by one turn per shot.

Tamping

Order of Reason page 71

Forces 2

An Artificer rote, the Mage measures out and uses extra black powder (in Dark Fantastick era weapons, other techniques are required for modern weapons) to improve the effectiveness of the firearm and increase the size of the damage dice pool by one per success.

Tension

Order of Reason page 72

Forces 2

An old Artificer trick for reloading crossbows faster: with three successes, the number of rounds to reload the weapon is decreased by one.

Trickshot

Initiates of the Art page 81

Correspondence 1, Entropy 1, Forces 1, Mind 1

With Trickshot, the Mage can arrange nearly impossible shots effectively. Successes subtract from the difficulty of the next shot the Mage fires.

Healing and Harming

Healing has always been one of the essential magickal techniques. In some places, magick itself was part of the bag of tricks that was referred to as medicine, though now medicine almost exclusively refers to techniques for healing. The flip side of healing is the ability to cause harm.

In this chapter, we cover rotes for **Diagnostics**, because a problem must be identified before it can be solved. Then we move on to **Drugs and Poisons**, **Harming**, **Healing**, and **Mental Health**. With the basics down, we move on to **Pain**, and then the more dramatic areas of **Resurrection** and **Temporary Health**.

Diagnostics

Before any malady can be solved, it must first be recognized. Diagnostic rotes are used to determine what, if anything, is wrong with someone.

Bloodsight

Tradition Book: Verbena (First Edition) page 63

Life 1

This rote allows a Verbena to sense how healthy a person or animal is, what diseases or injuries they might have, if they are pregnant, how old they are, anything directly tied to their physical state.

Conclave Wellness Works

Book of Crafts page 88

Entropy 2, Mind 2, Life 1

At the start of a season, the Sisters of Hippolyta burn incense and sing to welcome it in and extend their perceptions to the whole (gathered) community, sensing the health and mental state of everyone around. This alerts them to any problems or illnesses.

Detect Mental Anomalies

Technocracy: Void Engineers page 44

Mind 1

The Void Engineer can perform a quick mental scan and determine if someone's mind has been tampered with or altered in some way, as well as detecting mental illness.

Examine Humors

Order of Reason page 73

Life 1, optional Mind 2

A Cosian rote, by examining the patient's body fluids, insight can be gained into the patient's health issues. Each success gives a -1 difficulty on a medicine roll for diagnostic purposes. With Mind 2 added, the Mage can gain insight into any unusual issues with the patient's temperament.

Prayer of Healing Revelation

Mage: The Ascension First Edition page 198

Mage: The Ascension Second Edition page 201

Mage: The Ascension Revised page 170

Life 1

Allows the Mage to detect injuries in the target.

Drugs and Poisons

Drugs and poisons are essentially the same thing: chemicals being used to induce a specific effect on the body. Mundane drugs and poisons can do many things, but magickally created and applied ones can do more, and often with only the side effects that the Mage desires, making them much safer...or much deadlier.

Accidental Overdose

World of Darkness: Outcasts page 90

Life 4, Matter 4

This rote directly transforms inorganic material in the target's blood stream into a drug, causing them to react as though they'd ingested it. This usually leads to an overdose.

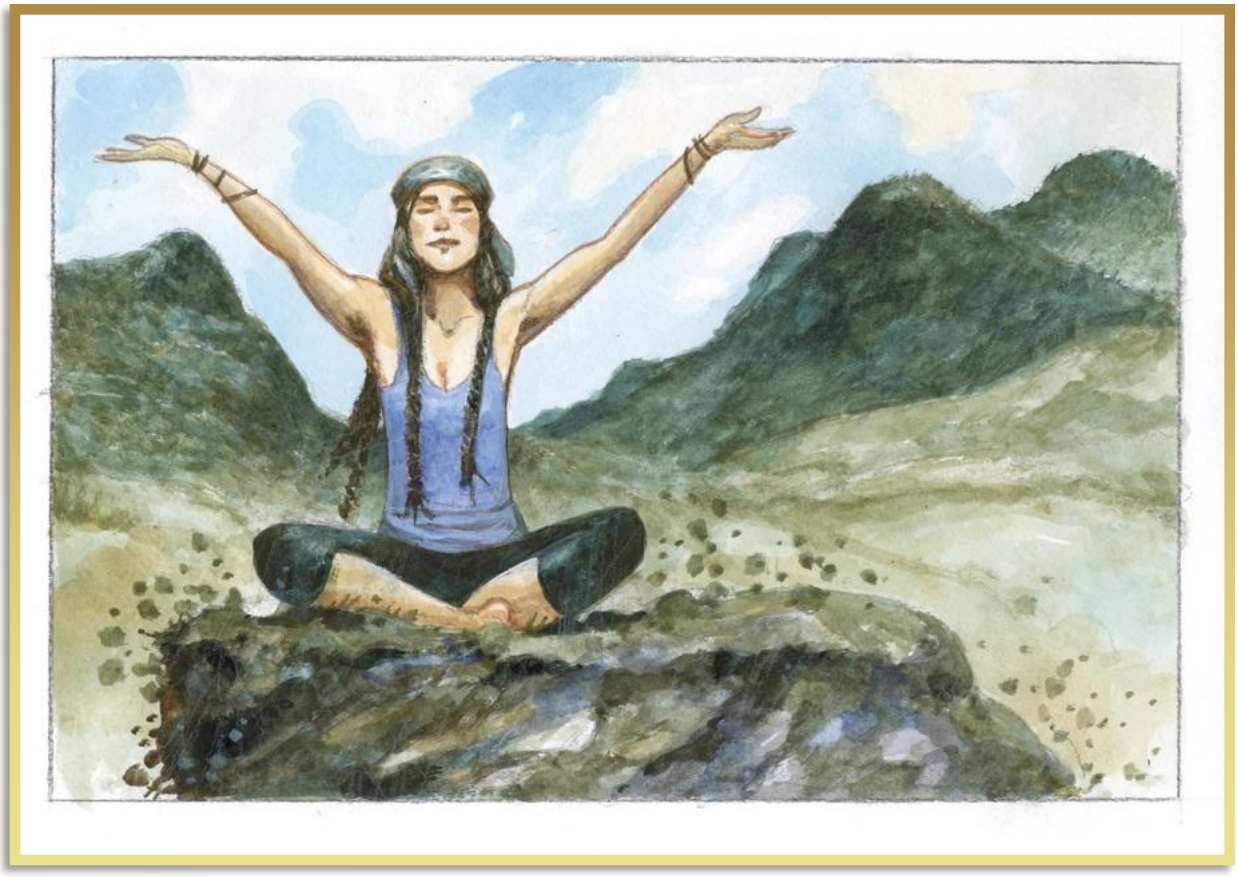
Adaptive Chemistry

Convention Book: Progenitors (Revised) page 72

Matter 3, Prime 2

This tends to act as an emergency chemistry kit. With it, a Progenitor is able to change one drug into another so that they always have the right tool for the job. Some less ethical Scientists have used it to alter poisons in a victim's system to destroy evidence of murder.

Cinnabar Tears



Tradition Book: Akashic Brotherhood (Revised) page 67

Life 3, Matter 2

The Akashic ingests a tiny amount of a poison, which then alchemically transforms some body fluid within the Akashic into that poison. The Akashic is immune to the poison they create, and generally the toxin will do one level of damage per success in addition to the damage from a strike.

DMSO

Guide to the Technocracy page 212

Life 3, Matter 3, Prime 2

DMSO, or dimethyl sulfoxide, is a chemical that opens the pores on the skin (often used in contact poisons). This procedure causes the Technocrat's touch to have the same effect, which causes anything on the victim's or Technocrat's skin to seep inside, often causing illness and sometimes death.

Drug Enhancement

Technocracy: Progenitors page 44 (as Enhance Drugs)

Convention Book: Progenitors (Revised) page 72

Life 2, Matter 2, Prime 1

Progenitors can get more out of even mundane drugs, and this rote doubles the benefits without changing the drawbacks of them.

Experience Substance

Hidden Lore page 17

Mind 2, Matter 1

This rote allows a Mage to experience the mental effects of a drug or substance without having to consume it. This is most effective for stimulants, hallucinogens and narcotics, as more physically active drugs don't work.

Good Eatin'/Cleanse the Clown

Orphan's Survival Guide page 124

Life 2;

Matter 2;

Life 2, Matter 2

Life kills any parasites that might be in food, Matter purifies it and improves the taste. A very useful effect for Mages living on the street.

Manufacture Enlightened Drugs

Technocracy: Progenitors page 44 (as Create Mage Drugs)

Convention Book: Progenitors (Revised) page 73

Life 3, Matter 3, Prime 3

This allows the creation of enlightened drugs. Each dose requires give points of Prime Energy which are transferred to the user. For common examples see "Enlightened Drugs" in Convention Book: Progenitors (Revised) on page 73.

Metabolic Mastery

Technocracy: Progenitors page 44

Life 5

Now, the Progenitor can create the effects of any drug, poison or metabolic product, even if it isn't present. This is possible through direct manipulation of the body's receptors.

Persephone's Nectar

Tradition Book: Euthanatos (Revised) page 62

Life 3, Correspondence 3, Matter 2

A signature of the Golden Chalice, this rote turns any ordinary liquid into a poison specific to the target of the effect. Some variants may mystically age targets, put them to sleep, or induce visions, but the most common use is to kill the target. Correspondence is used to tie it to the Pattern of the specific target, so that it cannot harm anyone else.

The Poison Maiden

Book of Shadows page 146

Life 4

The subject is first made immune to a poison, and then their biochemistry is altered so that they secrete it, exhaling it with each breath and sweating it from their pores. Each success spent on duration makes it last for a month, and for five successes it can be made permanent.

Polysorbate

Guide to the Technocracy page 211

Life 2, Mind 2, Prime 1

By persuading someone that they have gotten a "bad batch" of some chemical that's common in food, a

Progenitor can cause one of any number of effects, with the following examples:

- the food they ate is not filling, and they are hungry again an hour later
- lethargy and inaction
- preservatives in the meat cause hostility and aggression
- impaired concentration and alertness
- soulless, dead food that destroys some of their Primal Energy

Purge

Orphan's Survival Guide page 125

Life 2 or 3

This rote allows a Mage to clean a target out of drugs or illnesses. Life 2 is enough for themselves, Life 3 for another target.

Purging the System

World of Darkness: Outcasts page 91

Life 3, Matter 3

This rote cures physical substance addiction.

Purify

Tradition Book: Cult of Ecstasy (First Edition) page 66

Life 3 or Matter 2, or both

This rote allows a Cultist to flush drugs, poisons and diseases out of the target's body. Matter allows them to remove drugs or poisons, Life allows them to remove diseases other than the worst (such as HIV and Cancer, which only go into remission), and both can, of course, do both.

Sustenance Pill

Hidden Lore page 52

Life 3, Prime 2

A Technocrat properly prepared can take one of these pills and not need food or rest for a number of days equal to the successes they roll

Taking Poison for the Enemy

Lost Paths: Ahl-i-Batin and Taftani page 44

Correspondence 2, Life 2, Matter 2

The Batini can build upon the similarities between them and their victim so that poison that they ingest affects the target instead.

Tolerance

Tradition Book: Cult of Ecstasy (Revised) page 72

Life 2, Mind 1

This rote allows a Cultist to regain control of themselves despite whatever methods they've used to

alter their consciousness. Usually through some sort of meditative technique, they use Mind to regain self-control and Life to purge their body of the aftereffects of their trip. If the trip is bad enough to cause bashing or lethal damage, Tolerance can give the Cultist soak dice.

Witch's Diplomacy

The Swashbuckler's Handbook page 93

Life 3, Matter 2, other spheres optional

Creates a deadly poison that the Mage can then attempt to get into their target. Other spheres can be used to give other effects to the poison, almost any effect that those spheres can manage.

Harming

The living Pattern that makes up a person or animal is a delicate thing. It is easily damaged or destroyed by mundane sources. Some rotes, however, attack the Pattern, either directly or indirectly. Many of the rotes in this section are explicitly designed to kill the target, though some (such as The Branding Rote

) cause scarring that will last a lifetime.

This sections includes the famous Gilgul rote.

Accelerated Aging

Convention Book: Progenitors (Revised) page 72

Life 3, Time 3

Progenitors have developed a chemical compound that, when ingested, causes the subject to age five years. Without weekly maintenance, however, the subject will return to their natural age after a month.

Allergic Reaction

World of Darkness: Outcasts page 90

Life 4, Prime 2

Triggers an allergic reaction in the target. It can range from an irritating rash or a stuffy nose to death, depending on the damage dealt by the effect.

Ana'ana (The Death Prayer)

Dead Magic 2 page 27

Correspondence 3, Life 3 or Spirit 3

By chanting out why they want a target to die while drumming a martial rhythm, Polynesian mages cause them to become ill, and badly enough that they only have a limited time to persuade the Mage to call off the attack, whether direct of via a spirit.

Blight of Aging

Mage: The Ascension First Edition page 193

Mage: The Ascension Second Edition page 195

Mage: The Ascension Revised page 164

Entropy 4

Subtle versions of this effect can cause old wounds to reopen, the target to fall victim to diseases or even fall into a coma. More blatant versions cause them to age instantly.

Bone Twisting Palm

Book of Shadows page 141

Entropy 4, Life 4, Prime 3

This rote has two forms. Both twist the target's bones until they break, harming the target and often leaving them disabled without magical healing. One version is attempting to cause as much damage as possible, and it does aggravated damage. The other is instead attempting to cause permanent disability, in which case lethal damage is done, but for the duration of the effect, the limbs being twisted are useless.

The Branding Rote

Book of Secrets, page 219

Prime 3, Spirit 3, Life 3, Mind 2, optional Time 4, Spirit 4, Forces 3

When a Tradition mage needs to be punished, one option is this rote: branding them. Anyone with supernatural sight can see these marks, though many won't know what the marks themselves mean.

Prime and Spirit are used to burn the brand into the essence of the subject, Life ties it to their physical form, and Mind causes people who see the branded Mage to distrust them, whether they can detect the brand itself or not. This effect requires six successes to last for the intended duration. Time can be added to cause the brand to be lifted at a triggered condition, Forces can make it glow visibly on the subject, and Spirit can be used to make it a permanent part of the subject's avatar.

Curse of the Mayfly

Mage: The Ascension First Edition page 222

Entropy 4, Life 4

This effect ages the target by three years per success.

Destructive Genegineering

Convention Book: Progenitors (Revised) page 73

Entropy 3, Life 3

Quick and dirty genetic engineering allows the Progenitor to inflict the target with genetic disorders. Each day, the target rolls Stamina at difficulty 7. Success rejects the mutation. Otherwise, all activities that could be hampered by the mutation have difficulty 2 higher.

Fluids of Death

Mage: The Ascension First Edition page 224

Life 4, Entropy 4

The Mage can brew a potion that causes anything it touches to wither and die.

Fuck Off/Fuck Off and Die

Orphan's Survival Guide page 124

Mind 2;

Mind 3, Life 3

The gentler version allows the Mage to give someone a look that causes them to want to get away, unless they succeed on a Willpower roll. The stronger version additionally does aggravated damage in the form of heart failure and brain hemorrhage if the victim fails their Willpower roll.

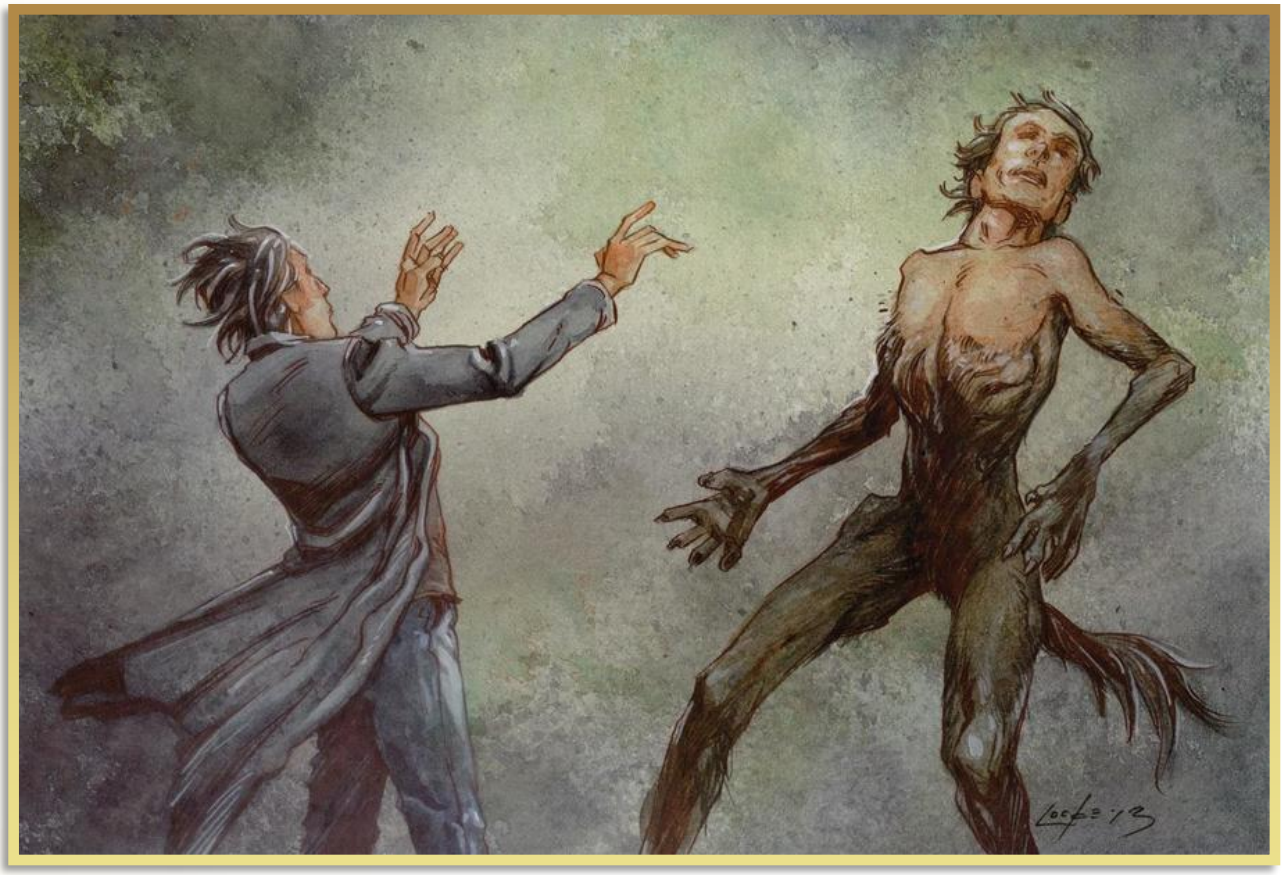
Gilgul

Book of Crafts page 59 (as Shattered Spirit Dust)

Book of Secrets page 220

Spirit 5, Entropy 5, Mind 5, Prime 5, optional Life 3 or 5, Forces 3, Correspondence 5

Gilgul is the most severe punishment that the Traditions have ever designed. It is nothing short of the complete annihilation of the offender, destroying the avatar, dissolving the connection between the avatar and the mind, and dispelling its energy back to the universe at large. Life is often added to shred the pattern of the offender or else directly transmute them to dust, Forces



scatter the remains so that they cannot be reconstituted, and Correspondence can be used to dispel every element of the victim.

Due to the nature and difficulty of the effect, it is only used in the most extreme cases, generally against Nephandi and Marauders. The difficulty is always 10, and modifiers cannot ever bring it below 7. Any mage who participates in a Gilgul ritual and who has even the barest remnants of a conscience requires a Willpower roll at difficulty 10 to not fall into an existential depression for at least a week due to the nature of their actions.

Shattered Spirit Dust is a simpler form of Gilgul known to the Hem-Ka Sobk. It tears the subject's soul apart, transforms their body into dust, and throws the Mind into the astral void.

Heart Murmurs

Mage: The Ascension First Edition page 195

Entropy 4

The human body is an incredibly delicate and complex system. By injecting chaos into it, this system can be broken down, causing damage. The Mage has no control over what sort of damage is done without Life.

Little Good Death

Mage: The Ascension First Edition page 198

Mage: The Ascension Second Edition page 202

Life 2

This rote allows the Mage to attack simple creatures. Essentially a variant on Rip the Man-Body.

Rip the Man-Body

Mage: The Ascension First Edition page 200

Mage: The Ascension Second Edition page 203

Mage: The Ascension Revised page 171

Life 3

This allows the Mage to attack the Pattern of a complex lifeform, such as a person, directly.

Simulate Inborn Errors of Metabolism

Technocracy: Progenitors page 44

Life 4, Entropy 4

The Genegineer can cause someone to contract a temporary and severe genetic disease, which lasts for one hour per success. Virtually any genetic disease can be created in this way.

Spy's Stigmata

Hidden Lore page 13

Life 2, Prime 2, Correspondence 1

Causes a target that is attempting to spy on the Mage to get a rash in some mark of the Mage's choice. This rash is visible and remains until healed with Life 2.

Witch's Vengeance

Mage: The Sorcerer's Crusade page 273

Mage: The Ascension 20th Anniversary Edition page 610

Entropy 4 or Life 3, Time 3 or both, optional Correspondence 2

Either ages the target or damages them directly and can do so at a distance with Correspondence.

Healing

Mages often find themselves in need of quick healing. These rotes can speed healing or even make it instantaneous when needed, though instantly healing serious injuries is, of course vulgar.

Aphrodite's Blessing

Tradition Book: Cult of Ecstasy (First Edition) page 65

Life 2

Without dulling the sensations caused by an extreme environment, the Cultist continually repairs any damage that it causes.

Chirurgeon

Order of Reason page 74

Life 3

This rote has identical effects to Rapid Healing but can be used on a patient in the Mage's care.

Distill the Azoth Elixir

Tradition Book: Order of Hermes (First Edition) page 67

Life 5, Prime 3, Matter 2

A closely guarded secret, this rote allows Hermetics to create Azoth, a liquid that captures the pure essence of life. Azoth can heal any injury, cure any disease, and even restore the recently dead to life. It can be bottled and stored for up to a week before it loses its potency.

For each success, the Mage must spend one Quintessence to distill one dram of Azoth. Each dose can heal three levels of aggravated damage, ten doses can restore a person who died recently (what this means is a judgment call for the Storyteller), though a person resurrected this way is just a husk. It is rumored that with Mind and Spirit magick, a greater Azoth could be distilled that solves this problem, but many consider this to just be a legend.

Ease of Passage

Book of Crafts page 89

Life 4

This rote allows the Mage to assist a childbirth, decreasing the risks without otherwise altering the experience of birth.

Hajjaj

Lost Paths: Ahl-i-Batin and Taftani page 41

Correspondence 3, Life 3, Mind 2, optional Time 4

This rote, in general, allows the Batini to steal the health of others, and is considered an extreme and unpopular technique. The normal use causes the target to start wasting away, and whenever they lose a health level, the Batini gains one. With Time 4 to trigger it, the rote can also be used to frustrate a Vampire: whenever they draw blood from the Mage, it immediately returns, preventing them from feeding or embracing the Mage.

Heal Self

Mage: The Ascension First Edition page 199 (as Ho Tien Chi)

Mage: The Ascension Second Edition page 202 (as Ho Tien Chi)

Mage: The Ascension Revised page 170

Life 2

This allows the Mage to heal themselves of damage, at one success per health level. Aggravated damage requires the expenditure of Quintessence.

Heal Simple Creature

Mage: The Ascension First Edition page 199

Mage: The Ascension Second Edition page 202

Life 2

The Mage can repair virtually any injury or disease in a simple life form, which covers almost all plants and animals other than humans.

Healer Rune

Dead Magic 2 page 98

Life 1, 2 or 4;

Mind 3 or 4

This rune song makes the Mage a more effective healer by letting them see the injury or illness directly. At higher levels, it can directly heal greater and greater injuries, and with Mind instead of Life, can cure mental illnesses and traumas as well.

Healing Figurine

Dead Magic page 29

Life 3

By making a carved figure to hold healing energies, the Mage can accelerate healing for a target who sleeps in the same room as the figurine.

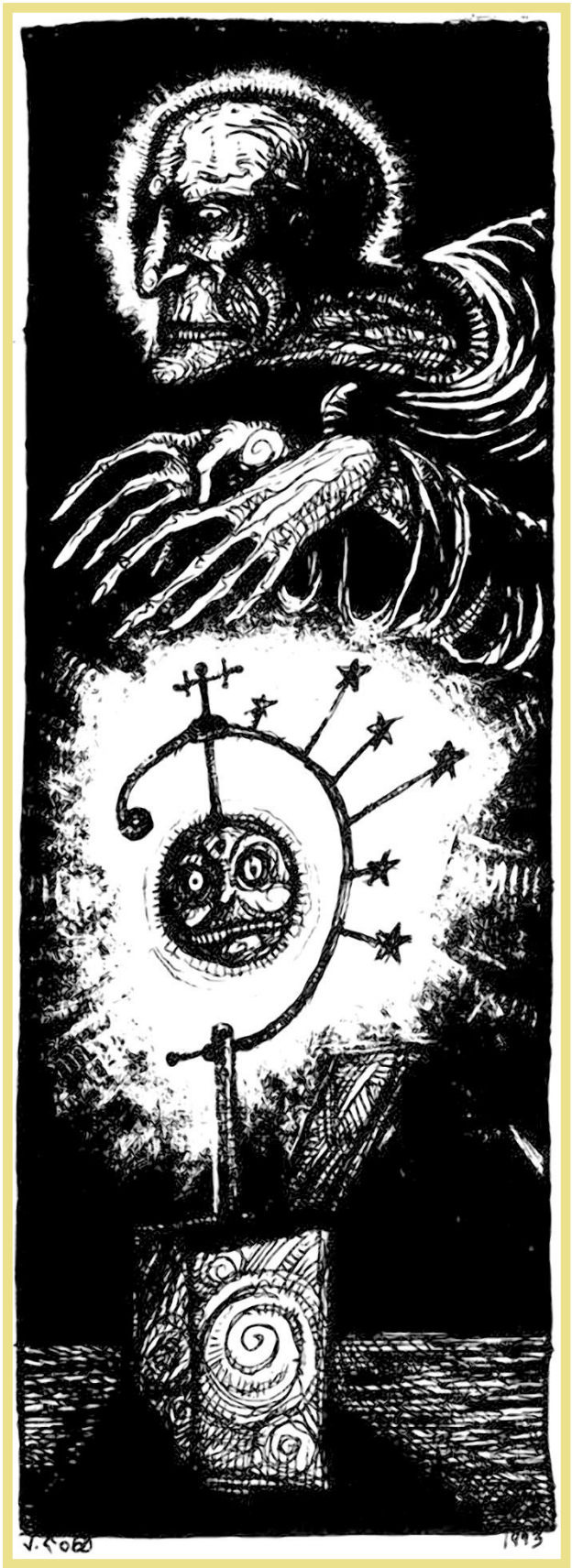
Healing Slumber

Tradition Book: Dreamspeakers (First Edition) page 67

Life 3, Mind 2 or 4, Spirit 2 or 4

The simplest version heals the target and gives them good dreams and good spirit energy. With Mind 4, mental illness can be healed, and with Spirit 4 possession can be healed.

Massage Therapy



Book of Crafts page 89

Life 3 or Mind 3 or both

The Mage can cure almost any wound, ache or blemish from their subject with Life, or mental trauma with Mind, through a massage with special oils and herbs.

Mukashuan

Dead Magic page 131

Life 3, optional Spirit 3

Caribou have been associated with healing among the Inuit for generations. Using Caribou marrow, the Mage can heal the subject. With spirit, a help is summoned and induced to aid in the recovery. Particularly lucky Mages may even get help from Caribou Master, healing the patient instantly.

Rapid Healing

Order of Reason page 73

Life 2

With proper care, the caster can heal from bad injuries in a matter of days, rather than months. For each success, the Mage can heal a level of non-aggravated damage at a maximum rate of one per day. Aggravated damage is only healed on a successful Stamina roll (difficulty 8) and does get a dice pool penalty due to the injuries, as well as needing to spend quintessence. This cannot heal any injury that is truly impossible to heal naturally: if a character loses a limb, this rote is of little help.

Serene Temple

Mage: The Ascension First Edition page 226

Mind 1, Life 2

This rote allows the Mage to change the speed at which their body (and mind) operate. They can speed it up to flush toxins or improve healing, but they can also slow it down to control bleeding, endure extreme temperature, or fake death.

Stay the God's Hand

Dead Magic page 52

Entropy 1, Life 1 or 3

Two rotes commonly used together by Babylonian physicians, the first (with Life 1) attempts to diagnose the source of a malady, usually determining which god

the target has gained the disfavor of. The second (with Life 3) attempts to heal it.

Surpu

Dead Magic page 55

Life 3, Spirit 2

Although purification rituals for specific illnesses were known to the Babylonians, there were many ailments they could not identify. This catch-all ritual begins by listing all possible sins the subject has committed to ensure that the cause of the subject's illness is included, then an object is slowly dismantled and burned, often an onion burned layer by later. For each success, the symptoms disappear for one day, but they return afterwards.

Trauma

Order of Reason page 74

Life 3

A Cosian technique for emergency medicine, if the Mage can get to the injured party quickly, within a few rounds of the injury occurring, this makes the injury significantly less than it first appeared to be. Each success can heal one level of damage (and as usual, aggravated damage requires quintessence to heal).

Trauma Transmission

Convention Book: Progenitors (Revised) page 74

Correspondence 2, Life 4, optional Prime 2, optional Dimensional Science 2

Darkly referred to as "Rip the Clone Body," this Procedure relies on the common DNA between a Technocrat and their clone, this displaces all injuries from the Technocrat onto all existing clones of the Technocrat. Adding Prime makes the damage aggravated and Dimensional Science is necessary to target any off-world clones.

Mental Health

In the World of Darkness, there are many things that it's bad to even get a good look at, much less deal with consistently. Unfortunately, that's exactly what Mages do. Fortunately, these rotes exist, which can be used to affect the mental health and well-being of their subjects.

Adjust Major Anomalies

Technocracy: Void Engineers page 44

Mind 3

Thanks to the innovation of Dream therapy, where the Void Engineer enters the patient's dreams, it is possible to repair significant mental damage. Some examples include extended, forced service to a Marauder, long-term Domination or Presence, and even mundane forms of brainwashing.

Adjust Minor Anomalies

Technocracy: Void Engineers page 44

Mind 2

This allows a Void Engineer to repair minor mental damage, such as brief contact with a Marauder, enchantment by one of the Fae, or a Vampire's Dominate.

Help Rune

Dead Magic 2 page 97

Mind 1, Prime 1, optional Prime 2 or 5

This rune fortifies the user's soul, gaining them temporary Willpower points for the duration of the scene. At the end of the scene, the Mage is left with two fewer Willpower points than when they began. With Prime 2, the Mage gains the benefits of Holy Stroke, and with Prime 5, they can throw raw destruction at their enemies.

Physiological Rule

Technocracy: Progenitors page 44

Life 4

The Progenitor has precision control over the biochemistry of themselves and others. They can destroy cells in specific locations, cause changes to cellular structure (such as permeability, which can result in dehydration) and can cause various changes in neurochemistry.

Quietsong

Hidden Lore page 13

Mind 2 or 3, Entropy 1

The Mage can enter (perception only at Mind 2, communication at 3) the interior reality of a Mage in Quiet.

Pain

Though sometimes used to mitigate pain, especially in the Mage, magick can also be used to inflict pain. Especially as torture becomes more and more normalized in certain parts of the wider culture, the more Mages will use magick to perform it.

Branding the Heart

Artisan's Handbook page 52

Mind 2, Forces 2

Uses a cold branding iron to give the target the sensation of being branded, including the feeling of being burned and damage that can render them unconscious.

Buzz

Hidden Lore page 48

Prime 2

A Nephandic version of Rubbing of Bones, but it stimulates the target rather than pains them. This is used to try to make them think positively towards the Nephandus.

Counter-Irritant

Dead Magic page 27

Life 2

By applying a cauterizing instrument to a wound, the Mage drives out the pain from the injury with the subject's scream. The turn after this is completed, the subject no longer suffers wound penalties from this injury for the duration of the effect. The Mage may also use successes to decrease healing time for the wound.

The Curse of Consequences

Tradition Book: Dreamspeakers (Revised) page 66

Mind 3, Spirit 1

Given the damage that their enemies do, often in ignorance, the Dreamspeakers developed this rote to force them to understand the consequences of their actions. The target makes a Willpower roll of difficulty 5 + the Dreamspeaker's arete in order to do anything other than suffer as they are forced to, all at once, experience the misery that their actions have caused to various spirits.

Curse of Macha

Tradition Book: Verbena (Revised) page 66

Life 2

Named for an Irish goddess who gave birth immediately after being forced to run a footrace against a horse, this rote allows a Verbena to visit the pain of childbirth on the target.

Degree Absolute

Technocracy: New World Order page 50

Mind 5, Correspondence 4

This Procedure places a captured target into a lifelike virtual reality, tailored to the needs of the Agent performing the procedure.

Dukhamarana Moksa

Tradition Book: Euthanatos (Revised) page 67

Entropy 4, Life 3

Also called Release of Agonizing Death, this rote is used when a Euthanatos deems someone worthy of a particularly painful death. Not only does it do unsoakable aggravated damage, but the wounds caused won't heal without active mystical intervention, as the target's ability to replenish their Pattern has itself been destroyed. Anyone killed with this effect turns into a lifeless dust and cannot be recreated. If the target is killed, the user gains a trait of Entropic Synergy.

Endless Parchment

Infernalism: The Path of Screams page 86

Life 3, Prime 2

An effect whose only purpose is to torture the victim. Minor demons are invoked, and the victim is flayed alive. Every time skin is pulled away; however, new skin grows to replace is, allowing the flaying to begin again and again.

General Anesthesia

Tradition Book: Sons of Ether (First Edition) page 63

Mind 1, Life 1

Etherites with an interest in medicine quickly determined that taking away pain improves performance. This rote allows them to ignore one level of wound penalties per success.

Knock Out

Tradition Book: Sons of Ether (First Edition) page 64

Mind 3, Prime 2

Most Etherites prefer to avoid combat, but sometimes it is unavoidable. This combines the Prime effect Rubbing of Bones with Mind to stun the target for two rounds per success. This is resisted with Willpower, difficulty 8, and each success on this roll cancels one on the Etherite's.

Prolong Pleasure/Pain

Tradition Book: Cult of Ecstasy (First Edition) page 66

Mind 3, Time 3

The Cultist creates a simple time loop, causing the subject to experience the action setting into motion for as long as the magic lasts. To focus through it, the subject needs to make a Willpower roll with difficulty determined by the strength of the stimulus, +1 for each hour. Any new strong sensation cancels the effect.

Rubbing of Bones

Mage: The Ascension First Edition page 211

Mage: The Ascension Second Edition page 215

Prime 2

Though it causes no permanent harm, any disruption or ripple in the Quintessence in a Pattern causes intense pain. This rote does that to a target. This disables the character for the duration, though Willpower points may be spent to act.

Turkey Basting

Technocracy: Syndicate page 48

Mind 3, Life 3

By describing the tortures that the Syndicate agent could do to the target, they lock them into a mental loop where they feel all those tortures and more, without taking any actual damage. To maintain control, the victim needs to roll Willpower with difficulty 5 + the number of success on Turkey Basting. Failing this roll causes the victim to tell them anything they want to know, and botching drives them insane from the torture. Each hour the victim loses a Willpower point and rolls again.

Resurrection

Extremely difficult and usually very temporary, it is possible for a sufficiently powerful Mage to raise the dead. For anyone who has been dead for any amount of time, this is a very brief matter, but for those who've only just died, there's a chance that they can be brought back to life fully.

Stop-Gap Resurrection

Convention Book: Progenitors (Revised) page 74

Life 4, Mind 4

Once, for one minute per success, this procedure can restore the dead (temporarily) to life. Most often, this is used to get reliable eyewitnesses for investigations.

Waters of the Well of Life

Tradition Book: Verbena (Revised) page 68

Life 5

For a subject who has been dead for fewer hours than the Verbena's Arete, with at least four successes, the Verbena can restore the subject to life. They return with only a single health level and must recover normally. This effect is *always* vulgar.

Temporary Health

There is a limit on how healthy a person can actually be, to how much damage they can take before they die. However, it is possible to give temporary boosts beyond this, so that injuries would reduce the person only to "healthy" status.

Gift of Prana

Tradition Book: Euthanatos (Revised) page 61

Life 2 or 3, Prime 3

By meditating on the Great Wheel and focusing on the flow of Prana (life-energy), a Euthanatos may grant health to their allies. This rote requires a point of Quintessence and each success creates two temporary health levels. At the end of the duration, if the target is injured and has any of these health levels left, they are automatically used to heal the target as much as possible (the caster chooses if it will heal bashing or lethal, the latter of which is usually vulgar). Life 3 is required to target someone other than the Euthanatos.

Hua To's Cure

Dragons of the East page 67

Spirit 4, Prime 2, optional Life 3

The Wu-Keng calls on the deified healer Hua To with songs and written invocations, and then crafts health levels out of ephemera, reducing the subject's wound penalties as if those health levels were real. With Life 3, this will also actually heal one health level per success and grant one ephemeral one as well.

Inanimate Objects

Aside from just creating magickal objects, magick has a long history of working with the inanimate. One of the most ancient goals of the alchemists was to turn lead into gold, a common stage feat of magic is to pull an object seemingly from nowhere.

This chapter is divided up into **Alterations**, which change the structure of an object, **Analysis** which gives the Mage information about it, **Conjuration**, the ability to call objects from elsewhere, **Creation** which can make exotic materials and even create something out of nothing, **Destruction**, **Enhanced Objects**, **Repair and Reinforcement** and then finally, **Transmutation** itself.

Alterations

These rotes alter the fundamental properties of matter without changing it into another type. These allow merging of two objects into a single one, changing their shape, weight or size, and even whether two different objects will interact or just pass through each other.

Alloy

Mage: The Ascension Revised page 174

Matter 4

With Alloy, the Mage can take two Patterns and mix them together, creating a new substance with some properties from each.

Alter State

Mage: The Ascension First Edition page 203

Mage: The Ascension Second Edition page 206

Matter 3 or 5

The weaker version directly changes the state of Matter for the duration of the effect. The Matter 5 version directly changes the melting or boiling point of a material, which can cause it to immediately boil, freeze, melt or condense, depending on the new points.

Alter Weight

Mage: The Ascension First Edition page 203

Mage: The Ascension Second Edition page 207

Mage: The Ascension Revised page 174

Matter 5

As a Master of Matter, a Mage can alter fundamental properties of matter. With this rote, the Mage can

increase or decrease an object's weight without altering any other properties of the object.

Guncotton's Blessing

Dead Magic 2 page 65

Matter 3

The Mage causes any organic substance to become a potent explosive.

Hidden Features

Convention Book: Syndicate (Revised) page 74

Varies

While other Conventions carry around bulky equipment, Syndicate agents know that corporations the Syndicate has a stake in build secrets into their products that a savvy Syndicate agent can take advantage of. Some examples are that with Matter 4, a building can have a hidden safe room, Data 3 finds improved hacking capabilities in a computer, Forces 2 or Matter 3 can suppress muzzle flash and act as a silencer on a gun.

The Incredible Shrunken Machine

Mage: The Ascension First Edition page 224

Matter 5, Forces 3, Prime 2

This allows an Etherite to take a fully functioning machine and shrink it down to nanotechnology. The machine will continue to function based on how many effects are spent on duration.

Matter Association

Mage: The Ascension Revised page 174

Matter 5

The Master can alter the fundamental properties of matter. This can create materials that will not interact with specific other materials (such as bullets that just pass through armor) or can create superconductive materials or materials of one sort with properties of materials of another.

Matter Pattern Disassociation

Mage: The Ascension First Edition page 202

Mage: The Ascension Second Edition page 207

Matter 5

A technique invented by Etherites, this rote makes two materials insubstantial with respect to each other:

they can just pass through one another. The two substances are unchanged otherwise.

Melt and Reform

Mage: The Ascension Revised page 173

Matter 2

The Mage can transform an object into an easier to modify form, such as stone into clay.

Sculpture

Mage: The Ascension First Edition page 203

Mage: The Ascension Second Edition page 206

Mage: The Ascension Revised page 173

Matter 3

The Mage can change the shape of an object as in Melt and Reform, but without having to transmute it into a more malleable form first.

Semi Auto CAD CAM

Mage: The Ascension First Edition page 221

Correspondence 5, Matter 3

Through computer modeling, a Mage can combine two guns into a single weapon that mixes their styles and their abilities. Choose one gun as the base. For each success, the Mage can change one of Difficulty, Damage, Range, Rate, Clip and Conceal on it to the stat of the other.

Tapping the Signal

Mage: The Ascension First Edition page 204

Mage: The Ascension Second Edition page 207

Matter 5

A rote beloved by some Technomages, hated by others, this converts any material into a conductor, which can be used to send signals. While this can be used to connect (wired) to networks remotely, it is particularly popular as a way to tap into isolated lines and thus eavesdrop on secure communication.

Transephemeration Ray Projector

Mage: The Ascension First Edition page 225

Matter 3, Life 3

Targeting both a person and an inanimate object with beams of light, this rote causes the person and object to no longer interact, just passing through one another.

Transformers

Mage: The Ascension Second Edition page 207

Mage: The Ascension Revised page 174

Matter 4

Just as Alloy mixes two substances, Transformers allows the Mage to combine two devices into a single one, such as a wristwatch/dart shooter.

Analysis

Before changing something drastically, a Mage must know what it is. Analysis rotes give the Mage information about the inanimate objects they are working with.

Analyze Substance

Mage: The Ascension First Edition page 202

Mage: The Ascension Second Edition page 206

Mage: The Ascension Revised page 173

Matter 1

This rote allows the Mage to determine what an object is made of.

Evaluation

Technocracy: Void Engineers page 44

Matter 1

This gives the Void Engineer detailed information about a physical object within line of sight.

Machine God

Technocracy: Iteration X page 50

Mind 2, Matter 1, Forces 1

This procedure allows an Iterator to "think like a machine" which gives them insight into the operation and repair of machines, computers, robots and other pieces of high technology.

Perfection of the Tools

Artisan's Handbook page 47

Matter 1, Mind 1

An Artisan using this effect gets a minus one difficulty per success on any task that they plan out carefully and ensure that they have the proper tools for.

Conjuration

Summoning objects from afar or making more of an object than there should be both constitute conjuration. This area can often be mistaken for stage magic, but it allows a Mage to not carry everything they could potentially need at all times.

Abundance

Tradition Book: Celestial Chorus (Revised) page 57

Matter 2, Prime 2

Also known as "Loaves and Fishes" among Christian Choristers, by blessing or giving a prayer of thanks for food, a source of food or water fails to run out as it is consumed. It does this such that no one ever sees food or drink being created explicitly, such as a never-emptying canteen or a canister of flour that never seems to run out.

Apportation

Mage: The Ascension Second Edition page 189

Mage: The Ascension Revised page 159

Correspondence 2

Allows the Mage to pull a small object to their location from elsewhere.

Kiss of the Virtuous Maiden

Dragons of the East page 66

Correspondence 2, Forces 2

The Wu-Keng rarely kill, themselves. However, when they must, they write a brief poem declaring their faithfulness to their demon lord. They then burn the poem and conceals a weapon nearby. When in combat, they can then produce the weapon, catching their opponent by surprise. Often, Correspondence is used to hide it in an unlikely location, such as the Mage's mouth.

Pickpocket

Order of Reason page 66

Correspondence 2

Originating among the Ksirafai, this rote sizes up a target so that the Mage knows exactly where on their person an object is as well as the best access to it. This decreases the difficulty of rolls to pick the pocket of the target for the object in question.

Ripple Through Space

Mage: The Ascension First Edition page 186

Correspondence 4

This allows the Mage to move one object from any location to any other location. The larger the object the more successes and the more consequences in general.

Spatial Sheath

Book of Crafts page 103

Correspondence 2, Matter 1

As carrying around swords is frowned upon in modern society, this Templar rote pushes all but the entry point of a scabbard to another location, allowing them to store a sword with only the hilt needing to be hidden directly on them.

Summon Weapon

Tradition Book: Akashic Brotherhood (First Edition) page 63

Correspondence 2, Matter 1 or Matter 3, Prime 2

Instantaneously causes a weapon to appear in the Mage's hands. If a weapon cannot be summoned from elsewhere, the Mage can use the second form to create a duplicate of a known weapon.

Creation

The creation of magickal and even just complex objects is very difficult but can be rewarding. Whether it's a material that doesn't exist among Sleepers at all, such as Primium or stable Antimatter, hard to find chemicals, or even just creating something from nothing with pure Quintessence, creation is an important tool in every Mage's kit.

Dash and a Pinch

Order of Reason page 75

Matter 2 optional Mind 2

With access to basic ingredients, a Mage can produce virtually any mixture whatsoever. Regardless of actual plausibility, the Mage mixes together various things that they have and transmutes it into the desired mixture. This is particularly useful to chemists and to cooks. With Mind 2, a cook can hastily produce or improve a meal to the point where it can affect someone's mental state, making a guest lethargic enough to retire early, to encourage people to drink more than they otherwise would, etc.

Exotic Matter

Tradition Book: Sons of Ether (Revised) page 61

Matter 5, other spheres as noted

When an Etherite truly becomes a Master of Matter, they start to feel constrained by normal materials. Fortunately, with work, they can create new, strange forms of Matter with properties unlike any that have come before.

Exotic Matter – Antimatter

Tradition Book: Sons of Ether (Revised) page 61

Matter 5

By using particle accelerators, research time at CERN, postmodern alchemy, or a variety of other techniques, an Etherite can create Antimatter. Antimatter consists of particles with opposite charges from regular matter: instead of electrons, positrons, and for most other particles just anti-particles. Antimatter's most important property is that when it encounters regular matter, the two annihilate each other converting perfectly to energy. In short: an explosion. Antimatter requires at least 20 successes to create, and only after that can successes go to the amount/damage/area. Each success then causes three dice of aggravated damage in a radius of 100 yards per success. For anything other than immediate explosion, magnetic containment fields and vacuum pumps are strongly recommended.

Exotic Matter – Primium

Technocracy: Iteration X page 48 (as Smelt Primium)

Tradition Book: Sons of Ether (Revised) page 62

Matter 5, Prime 3

Among the only groups that know how to make Primium are Iteration X and the Society of Ether. It's an alchemically perfect allow of gold and silver. Expensive alchemy or nuclear furnaces, not to mention base materials, go into its creation, keeping it far out of reach of anyone without Resources 5. Additionally, it requires quintessence: each success needs to be backed by a point of quintessence. Just to create Primium requires 15 successes, and only after that can successes be spent on mass and potency.

Primium itself has a near perfect sheen and is a very strong material. However, its real value is its potency against the supernatural. A Primium weapon will cause aggravated damage, and it provides permanent countermagick: two dice per success spent on it, though no more than 10 dice against any given effect. This countermagick has a radius of about two yards, and if the Primium is used as a weapon, these dice are rolled against any supernatural defenses.

Industry

Order of Reason page 76

Matter 3

The Mage can, given appropriate materials and time, construct complex objects, such as ornate furniture, but also false walls, hidden switches, secret doors and the like. However, as an Order of Reason rote, Industry takes much longer than Tradition methods do, each roll requiring a full day (eight hours) in a workspace.

Inscribe Amulet

Mage Storyteller's Companion page 63

Entropy 1, Matter 1 or Life 1, Time 4, other spheres as needed

This creates an object with a hanging effect on it which will be triggered under some circumstance predetermined by the user. These circumstances may include "not in front of Sleepers" and "if reality permits it" to avoid Witnesses and even Vulgarity.

Jury Rig

Book of Shadows page 142

Matter 2, Prime 2, Correspondence 2, Mind 1

By careful examination of a broken machine, an Etherite may determine exactly what needs to be done to repair it and then proceed to do so using whatever

techniques they prefer. The worse condition the machine is in, the more successes are required to do the repair.

Na Kua's Gift

Dragons of the East page 67

Matter 3, Forces 3, Prime 2, Mind 3

By mimicking the creation of humanity by Na Kua, the Wu-Keng can create a servitor. Using Matter to shape it and Forces and Mind to animate it, the creature has a dot of Strength and Stamina for each success and the creator's Dexterity.

O'Doul's Ingeniae

Order of Reason page 109

Prime 5

Allows the Mage to create objects out of pure quintessence. Similar to a Matter 3/Prime 2 effect, this avoids the requirement of Matter in exchange for needing mastery of Prime.

Psychiatric Compounds

Guide to the Technocracy page 212

Life 3, Mind 2 or 3

Using Synthetic Rituals (see Guide to the Technocracy page 211), the Technocrat is able to create medications that alter the behavior of the brain. Once ingested, it can cause one of

- evoking an extreme emotion, with Willpower to resist (Mind 2 version)
- forgetting the last few minutes or hours (Mind 3, resisted by Willpower)
- increased difficulty on Willpower rolls
- dulling the mind to willworking (increasing the difficulty of Arete rolls)

Spear of my Fathers

Tradition Book: Dreamspeakers (First Edition) page 67

Matter 3, Spirit 3, Prime 2

The shaman can convert ephemera directly into matter, with more successes necessary for larger and more complex objects.

Spontaneous Material Construction

Mage: The Ascension First Edition page 225

Matter 2 or 4, Prime 2

This allows the Mage to create small objects made of a single substance from pure Quintessence. More successes allow the object to be large or more intricate. With Matter 4, composite objects can be created.

Temple Pillars

Hidden Lore page 51

Forces 4, Matter 3, Prime 2

This rote raises a structure from the ground, creating it out of the local material as it rises, transmuting it as needed. The larger the structure, the more successes are needed.

Destruction

Sometimes, you just need to smash things. The rotes in this section can cause things to explode, to break open or to just disintegrate.

Burn-Out

World of Darkness: Outcasts page 91

Forces 2, Prime 1

By overloading a light bulb with Quintessence, a Hollow One is able to cause it to explode, creating a blinding flash of light and up to one health level of bashing damage to anyone standing too close to it.

Chainbreaker Rune

Dead Magic 2 page 98

Entropy 1, Matter 1;

Entropy 2, Matter 2;

Entropy 3, Matter 3

The most basic level allows the Mage to detect weaknesses in any sort of physical binding. As the Mage grows more powerful, they can unlock the bonds or destroy them utterly.

Erode Matter

Mage: The Ascension First Edition page 193

Entropy 3

This rote infuses entropy and chaos into an object, causing it to decay.

Sabotage

Order of Reason page 76

Matter 2 or Entropy 2

Using either Matter or Entropy, the Mage determines how best to destroy an object and proceeds to do it.

Sanitize Evidence

Guide to the Technocracy page 213

Mage: The Ascension 20th Anniversary Edition page 603

Matter 2, Forces 2 and/or Prime 4

Sometimes, it's important for physical evidence to just disappear, to evaporate. With this procedure, a Technocrat can convert matter directly into energy. It takes at least an hour, and each success can convert up to ten pounds of matter.

Slay Machine

Mage: The Ascension First Edition page 192

Mage: The Ascension Second Edition page 194

Mage: The Ascension Revised page 163

Entropy 3

Essentially the negation of Like Clockwork, Slay Machine causes a device to break down more quickly. The number of successes determine how much chaos is caused, and the more complex the machine the fewer are needed to disable it, though more are needed to destroy it completely beyond repair.

Tulugaak's Harpoon

Dead Magic page 132

Forces 3, Matter 3, Prime 2

Following in the footsteps of Tulugaak, the Mage hurls an object (traditionally a harpoon) which strikes with enough force to cause whatever it hits to explode outward. The fragments scatter and multiply over a wide area.

Enhanced Objects

Magickal items and devices aren't common, but they're not terrible uncommon either, especially for Mages of certain Traditions. This section contains some rotes for creating such objects and for enhancing regular objects to magickal levels.

Beads on a String

Mage Storyteller's Companion page 62

Correspondence 2, Entropy 2, Matter 2, Mind 2, Spirit 2

This hard to verify effect is often included on powerful wonders and talismans owned by a Mage. It causes them to find their way to the Mage in their next incarnation.

Bottle of Smoke

Book of Crafts page 42

Entropy 3 or Forces 3 or Life 3, Prime 2, optional Time 4;

Mind 2 or Matter 2, Prime 2, optional Time 4

An ancient weapon of the Solificati, this creates a magickal smoke which can have many different effects, including:

- redirecting probability (Entropy)
- scramble mechanical workings (Matter)
- burn exposed skin (Life)
- disabling hallucinations (Mind)
- corrode materials (Matter)

Time allows it to be set to go off on a delayed trigger.

Craft Biomechanism

Technocracy: Iteration X page 49

Matter 5, Prime 3

This allows the Iterator, usually a Biomechanic, to craft a biomechanical replacement part for a human being. Though still clearly mechanical, it looks somewhat organic, is light and strong, and when attached via Attach Biomechanism functions fully as the original part did.

Create Fetish

Mage: The Ascension First Edition page 215

Mage: The Ascension Second Edition page 219

Spirit 4

The Mage can bind spirits to objects to give access to some of the spirit's powers to the owner of the object, which will work best if the spirit is cooperating.

Create Talen

The Spirit Ways page 90

Spirit 3, optional Prime 2

This allows a shaman to create a talen, a single-use fetish. It either contains an awakened spirit or else a bit of a patron spirit's power. It must incorporate Tass, or else Prime 2 is necessary to infuse it with Quintessence.

Create Talismans and Artifacts

Mage: The Ascension First Edition page 211 (as Create Talisman)

Mage: The Ascension Second Edition page 215 (as Create Talisman)

Mage: The Ascension Revised page 184

Prime 4

An Adept of Prime is capable of binding magic permanently to objects, creating Talismans and Artifacts, so long as they have access to sufficient Quintessence.

They are also capable of created Soulgems, which are a special sort of Periapt that holds Quintessence with appropriate Resonance. It is attuned directly to the Mage's avatar and so can only be used by them.

Enchant Weapon

Mage: The Ascension Second Edition page 214

Mage: The Ascension Revised page 183

Prime 2

The Mage can use this to create an idealized form of a weapon or object. This form usually occupies the same space as the weapon but need not be quite the same thing (for instance, a jacket may become a Kevlar vest). Such an object interacts directly with Patterns, and so can cause aggravated damage. This almost always requires a point of Quintessence when cast.

Fits Like a Glove

Mage Storyteller's Companion page 63

Matter 3

This effect causes whatever it is used on to automatically resize itself to fit whoever it is using it.

Gorningstakkr

Dead Magic 2 page 102

Entropy 2, Life 2, Matter 2, Prime 2;

Matter 5, Prime 2;

Life 3, Matter 2, Prime 2

The Wound-Proof Shirt. This ritual creates a shirt that is an extremely potent defense. The most basic version gives the wearer luck and will heal wounds. The Matter 5 version acts as powerful armor, granting four soak dice without hindering mobility at all. Furthermore, stabbing and cutting weapons only deal bashing, as they cannot penetrate the cloth. Another variant doesn't just heal the user but harms their enemies.

Memento Mori

Mage Storyteller's Companion page 62

Mind 3, Spirit 3

The Mage awakens the spirit of an object, gives it complete information about their consciousness, and then lulls it back to sleep. This spirit then acts as a backup copy of the Mage's consciousness. This spirit can be used to restore the consciousness of the Mage and is particularly useful as insurance against Technocratic tampering.

Pretty-Shinies

Mage Storyteller's Companion page 63

Correspondence 1, Entropy 1, Matter 1, Mind 1, Prime 1, Spirit 1

This effect helps the Mage find objects with some magic to them. It gives no information on what the object is, so it can be anything from a lucky penny to a Wraith's fetter or a Werewolf's weapon.

Talisman Tattoos

World of Darkness: Outcasts page 91

Matter 4, Life 3, Prime 3

Converts a nonliving and nonmagical object into a tattoo on the Mage's body at the cost of a point of Quintessence. The tattoo can be released from the Mage's body by using this rote and spending a point of Quintessence.

Talisman Transmogrification

Mage: The Ascension First Edition page 225

Matter 3, Prime 3

With a number of success beating the Talisman's rating, this rote allows a Mage to reshape a Talisman.

Walking Chair

Hidden Lore page 16

Matter 4, Spirit 4, Prime 2

This rote animates inanimate objects. It summons spirits who can possess them and gives them the ability to move around.

Watchdog

Dead Magic 2 page 123

Matter 3, Prime 2

Stating a trigger for the effect at casting, an object is imbued with the ability to do one action when that trigger is activated. The most well-known example are the standing stones around Britain falling on those who try to take them down.

Repair and Reinforcement

Mages tend to be a bit rough on their equipment, often having to replace things. This collection of rotes are those involved in repairing broken and damaged objects and making objects work better, whether that is through making them harder to destroy or awakening the spirit of the object and negotiating good behavior.

Antiquing

Tradition Book: Hollow Ones (Revised) page 61

Entropy 2, Matter 4, Prime 2

This rote is the key to the Hollow One aesthetic: it allows the Hollow One to restore objects found at junk sales, thrift stores and the like that are completely nonfunctional to full function.

The Aura Adamantium

Mage Storyteller's Companion page 62

Matter 3 or 5

Effects an extreme hardening of an object to make it harder to break. At Matter 3, it becomes difficult but not impossible to break, but at Matter 5, the object can only be destroyed by magickal effects.

Awaken the Inanimate

Mage: The Ascension Second Edition page 218

Mage: The Ascension Revised page 187

Mage: The Ascension 20th Anniversary Edition page 607

Spirit 3

This rote causes the spirit of an inanimate object to become awake and aware. Though they cannot do much on their own, they will often help those who treat them well in small ways: an awakened gun may misfire when used by an enemy, or an awakened building might cause problems for burglars. The spirit of an object is more powerful depending on how old and psychically-charged it is: brand new objects have weaker spirits than heirlooms that have been actively used and well-treated for generations. The stronger spirits are also harder to awaken.

Bambolai

Tradition Book: Cult of Ecstasy (First Edition) page 66

Spirit 3 or Matter 2, Prime 2

With this, a Cultist can make a drug more intense. With Spirit, the spirit of the drug is awakened to improve it, with Matter and Prime the drug is charged with Quintessence. Either way, each success doubles the potency of the drug, and more than five successes causes it to require a difficulty 8 Stamina roll to avoid blacking out.

Berate the Demon

Dead Magic page 57

Spirit 3, Matter 3

By berating their equipment, a Mage can reduce the difficulty of the next ritual they use it in by one.

Caffeine Plus

Guide to the Technocracy page 211

Life 3, Time 2, Dimensional Science 1, Mind 1

Through the Synthetic Ritual technique (see Guide to the Technocracy page 211), a Progenitor can break down caffeine molecules and rebuild them into a far more potent version of the compound. Each dose includes one of the following benefits:

- sleep is no longer necessary for the duration of the Procedure
- concentration is easier so Empower Mind has a -2 difficulty
- the ability to see other Dimensions
- tasks taking half the time but at a +2 difficulty.

It also comes with one of the following drawbacks:

- the user is edge and disturbed. Willpower rolls are at +2 difficulty, +3 specifically related to emotional outbursts
- the user burns off one point of Primal Energy per hour, losing health levels when they run out of stored energy
- the user is unconscious for twice the duration after the Procedure ends.

Like Clockwork

Mage: The Ascension Second Edition page 194

Mage: The Ascension Revised page 163

Entropy 3

The Mage protects an object from Entropy and decay, allowing it to run perfectly for years. Mystics tend to perform this with small charms, whereas Technomages use regular maintenance on their devices.

Maintain Device

Order of Reason page 83

Prime 3

Allows the Mage to refuel a Device with new quintessence from a Node.

Obsidian Steel

Dead Magic page 77

Matter 4

Obsidian was the preferred material for blades in pre-Columbian Mesoamerica. It is, unfortunately, fragile, though otherwise it is a near-perfect material for weapons. Obsidian Steel gives obsidian the durability of a harder stone or even metal.

Penny Dreadful's Bright New Penny

Book of Shadows page 142

Mage: The Ascension 20th Anniversary Edition page 608

Matter 3 or 4, Prime 2, Time 2

Penny Dreadful designed this rote to restore old items to new condition, making her a rather effective antiquer. The Matter 3 version restores, the Matter 4 version recreates fully the object at an earlier point in its timeline.

Perfection of the True Form

Book of Crafts page 41

Matter 3

This rote allows alchemists of the Children of Knowledge to perfect an object. This will do things like make bullet-proof glass impervious to all bullets but doesn't provide further defenses against anything else.

Perpetual Motion

Technocracy: Iteration X page 49

Forces 5, Prime 2

This Procedure alters and creates Forces so that an object can continue to move without external actions or fuel. The simplest use is in setting things into motion so that they don't ever stop, but alternate uses include operating a vehicle without the need of fuel.

Despite the name, this requires at least five successes to make permanent.

Shaman's Craft

Tradition Book: Dreamspeakers (Revised) page 68

Matter 3, Spirit 3, optional Prime 2

An ancient rote devised by the Spirit Smiths, allowing them to repair and improve broken objects. While working, this rote will at least temporarily (permanently with enough successes) awaken the spirit of the object being repaired. Prime 2 is necessary if the object has significant missing parts.

Minor damage can be fixed with only one success, and three will repair all but the most severe damage.

Vitality

Order of Reason page 82

Prime 2

Through fine craftsmanship, this rote perfects the pattern of an object, adding health levels to it which must be removed before it begins to take damage.

Transmutation

For a Mage, it is a simple enough thing to transmute one substance into another. Transforming something into gold is a popular technique, but others include transmuting materials back into their raw state, or even faking the transmutation into a valuable substance.

Back to the Earth

Hidden Lore page 51

Matter 4, Life 3, Prime 2

Vulgar enough that few non-Marauders would try it, this rote transforms inorganic matter into living wood.

Back to the Earth

Book of Crafts page 74

Matter 3

This effect reverses the refinement of artificial materials, reducing them to their raw materials.

The Golden Lion

Mage: The Sorcerer's Crusade page 271

Matter 2, optional Prime 2 or 3

This rote refines objects to their idealized states. Stone becomes crystal, glass becomes jewelry. The object being crafted is extraordinarily fine and tough. With Prime 2, the object exists on both sides of the Gauntlet and can cause aggravated damage. With Prime 3, the object may become a Wonder or a Talisman.

Luster

The Swashbuckler's Handbook page 92

Matter 2 or Forces 2, optional Mind 2 or 3

The effect makes an inanimate object seem much more valuable than it is: pyrite might look like gold, iron as silver, glass as gems, etc. Matter transmutes the surface, at least temporarily, Forces changes the appearance more directly, and Mind makes those who look at it believe it to be more valuable than it is.

Seeds of Gold

Book of Crafts page 40

Matter 2

Through the alchemical skill of the Children of Knowledge, they can sprinkle a simple version of the Philosopher's Stone in powder form over a seed, and as the plant grows, it will convert base metals in the ground around it into gold. Each success can create a half-ounce of unrefined gold.

Simple Transmutation

Order of Reason page 75

Matter 2

Allows the mage to transform one pure substance into another.

Straw into Gold

Mage: The Ascension Second Edition page 206

Mage: The Ascension Revised page 173

Matter 2

A form of minor transmutation that can convert a base, cheap substance into something of value, such as straw into gold, or tears into diamonds.

Transmutation

Mage: The Ascension First Edition page 204

Matter 4

The Mage can transform virtually any substance into virtually any other. The mage can only affect one type of material at a time.

Miscellaneous

Checklist

Convention Book: Void Engineers (Revised) page 85

Entropy 2 or Prime 5

Breaks down any task into small but logical steps to help remove human error. With Entropy on non-Enlightened rolls, the Void Engineer removes the possibility of a botch. With Prime, the Void Engineer can counteract Paradox at a one-for-one cost with Primal Energy.

Confusing Apishtiss

Dead Magic page 131

Forces 2 or Mind 2

An Inuit shaman can enhance their shouts at a target, disorienting them. Traditionally, this was used to cause a particularly prized species of goose to fall from the sky, but now it is more often used on human enemies, raising the difficulties of their actions for the duration.

Degrade Order

Tradition Book: Virtual Adepts (First Edition) page 61

Entropy 2, Correspondence 2, Time 3

This rote causes things to fall apart. More specifically, it inserts chaos into a system with Entropy and then speeds up the decay with Time and uses Correspondence to bound the effect so that the affected thing becomes a closed system, and the disorder can't "escape."

Destroy Structures

Mage: The Ascension First Edition page 203

Mage: The Ascension Second Edition page 206

Mage: The Ascension Revised page 173

Matter 3

The Mage can break down structures by directly attacking their Patterns.

Disintegrator

Technocracy: Void Engineers page 48

Matter 3, Prime 2

Focused through an energy weapon, a Disintegrator causes the bonds between molecules in non-living Matter to be destroyed, causing it to crumble to dust.

Ebon Dragon's Tide

Dragons of the East page 67

Entropy 4, Life 3, Prime 2, Matter 2

By digging a deep pit and petitioning for the release of the dark waters brought by the ancient black dragon, a Wu-Keng can bring about a stream that rots flesh, actively drowns those caught in it, and ruins the Earth where it passes.

Jolt

Digital Web 2.0 page 112

Life 2, optional Mind 1

Gifts the Mage a burst of energy and consciousness. This allows the Mage to endure hours or days of being online with minimal fatigue. With Mind, a Mental Shield is added to the effect, to protect against Mind effects and allowing multi-tasking.

Kinetic Push

Guide to the Technocracy page 209

Forces 2

Through psychic abilities or transduction coils and magnetic levitation, the Technocrat can create a kinetic force to push an object. This can either manipulate an object that is roughly the size of a person, or it can be used as an attack.

Lobotomize

Technocracy: Void Engineers page 45

Mind 5

This procedure is only used on an Agent whose mental health is compromised to the point of being irreparable. This procedure completely erases large portions of the subject's memory and personality and damages their connection to their avatar, but at least leaves them alive. Some Void Engineers oppose it, preferring a dignified death.

Mershakushtu Qurdu

Dead Magic page 51

Entropy 3

This rote, whose name means "Victorious Marduk," reflects the fact that Babylonians understood that things could be uncreated as they could be created, and that history is not set in stone. This rote strengthens a Pattern's position in the consensus.

Mutate Ephemera

Mage: The Ascension Revised page 164

Entropy 5

A Master of Entropy is capable of directly destroying thoughts and spirits, as well as other non-physical things.

Night Battle

Tradition Book: Dreamspeakers (Revised) page 69

Mind 4, Forces 3, Prime 2, Spirit 2

The shaman enters a deep trance and allows their spirit to roam separately from their body. The spirit takes the form of a large predator and can only be perceived by Mages with Spirit sight and others with similar perceptions. The target of this attack will seem to have been attacked by a large predator, specifically whichever one the Mage's spirit form took.

At least two successes must be spent to ensure that this effect lasts for a scene, and Correspondence magick must be used to locate any target the Mage doesn't already know the whereabouts of. Further successes are spent on Forces damage to the target.

Shango's Grave

Mage: The Ascension First Edition page 222

Entropy 3, Forces 5, Matter 2, Prime 2

This rote creates a storm over a battlefield. The storm specifically makes it impossible to remove the bodies, including lightning striking anyone who does try to remove them. Thanks to Matter, this can even create such a storm in a dry place, creating the moisture and the winds from nothing.

Sneaking Shadow

Book of Shadows page 139

Forces 2, Mind 2

Using tricks of the light, the Ahl-i-Batin can alter the target's shadow. Mind is used to prevent the target from seeing that their shadow is altered, so that only others can see it. The target starts to become paranoid unless they make a Willpower roll gathering as many successes as went into the rote. If they become paranoid, they can make a Wits + Alertness roll to realize that their shadow is behaving oddly, or else be at -2 to all dice pools for the duration.

Mages who notice it will immediately recognize that magick is involved, but Sleepers must roll Willpower

against difficulty 8 or else feel that they are haunted by that shadow, seeing it everywhere, for the duration.

Telekinesis

Mage: The Ascension First Edition page 196 (as Telekinetic Control)

Mage: The Ascension Second Edition page 198 (as Telekinetic Control)

Mage: The Ascension Revised page 166

Forces 3

This rote allows the Mage to move objects without touching them by manipulating the forces around it.

Unleash Nanotech Destruction

Technocracy: Iteration X page 49

Correspondence 3, Entropy 3

A kill-switch included in every DEI, if an Iterator with a DEI defects, they can be remotely terminated by a nanotech virus that will attack their biomechanisms and disrupt any machines that they try to use.

Unseen Arm

Mage: The Ascension First Edition page 223

Forces 5, Prime 2

The Mage can directly alter kinetic energy, creating arbitrary amounts from nothing, or destroying it. This allows them to give the target object whatever velocity they want: pennies moving at the speed of bullets, stopping a speeding train instantly, etc.

Movement and Communication

Teleportation and Telepathy are just two of the powers of movement and communication at the beck-and-call of a Mage. The ability to move long distances instantly or even to communicate across them, is taken for granted in the modern world of airplanes and cell phones, but these are still powerful magicks that have served Mages well for ages and continue to do so despite modern technology making them less essential.

But also, Mages can go places that Sleepers can't, and through methods that they can't. The Umbra is still the playground of Mages, though other supernatural beings can get there.

This chapter contains **Utility** rotes, which are helpful for many different sorts of travel, rotes that **Alter Distance**, allow for **Astral Travel**, aid in **Breaking In** to places, the ability to **Broadcast** a thought or emotion, to alter how we speak or perceive **Language**, to enter or create **Realms**, send or read **Secret Messages**, to manage the very dangerous **Shadowlands Travel**, the **Sleeping Land**s of the Australian Aborigines, **Teleportation**, **Umbral Travel**, surviving and getting to **Unusual Environments** and finally, **Unusual Modes** of transport.

Utility

Some rotes are useful no matter what you're doing with respect to communication and travel or are highly specialized and not particularly big. These include techniques for bringing possessions with you through Teleportation and Stepping Sideways or never hitting a red light when in a hurry on the road.

Consecration

Mage: The Ascension Revised page 181

Prime 1 or 2

The Mage can attune an objects Pattern to their own, making them count as the same for many purposes. For instance, a consecrated object will remain with them when they change shape, step sideways, or teleport. With Prime 2, this can be accomplished on a living thing, and is essential in bonding a Familiar.

Joyride

Hidden Lore page 14

Correspondence 2, Entropy 2 or Forces 2

With this rote, a Mage can make sure that traffic lights aren't a problem while they drive. Entropy alters chance so that the lights happen to be green for them, and Forces does it directly.

Pathfinding

Infinite Tapestry page 182

Spirit 1, Entropy 1

By watching the ebb and flow of the Avatar Storm, the Mage can find places and times where it doesn't rage quite as strongly. This rote gives a temporary dice pool for soaking damage from the Avatar Storm.

Pixie Lead

Book of Shadows page 145

Mind 3, Correspondence 2

Causes the target to perceive one route while following a different one. Very useful for evading pursuit anywhere but a wide-open field.

Remembrance

Infinite Tapestry page 183

Mind 2, Prime 2

By creating a Body of Light with Prime and a Psychic Impression with Mind, the Mage creates a snapshot of their Pattern and persona. For each success, the Mage can avoid Disembodiment for an additional day while remaining in the Umbra, though at the beginning of each day, the Mage must spend a point of quintessence to power this effect.

Remote Piloting Override

Hidden Lore page 53

Forces 3, Prime 2, Matter 1

Iteration X has developed this technique to take remote control of any mundane motor vehicle. The driver/pilot can roll Strength + Drive at difficulty 7 to resist this effect.

Teleoperate

Convention Book: Void Engineers (Revised) page 87

Correspondence 2, Forces 2

Though both the New World Order and Iteration X are better known for it, there are plenty of hackers among the Void Engineers. These hackers developed the technology to remotely seize the controls of electronically controlled vehicles and devices, allowing Void Engineers to operate drones in inhospitable locations without building them from scratch, among other things.

Wayfarer's Reckoning

Mage: The Sorcerer's Crusade page 271

Correspondence 2, Forces 1, Matter 1

This rote allows the Mage to get the lay of the land (or air for Skyriggers) around them. With Correspondence giving the general notion, Matter providing a map of physical obstacles and Forces mapping the moving elements, such as weather, fires, rivers, etc.

We'll Get There

Tradition Book: Hollow Ones (Revised) page 64

Correspondence 1, Entropy 2

Combining good luck with good direction sense, this guarantees that a Hollow One will get where they want to go, even if they don't know precisely where it is.

Alter Distance

Not all travel has to be instantaneous. Often, just traveling quickly, effectively covering a much greater distance in a shorter time is enough to make a difference.

Ala Wai (Short Waters)

Dead Magic 2 page 27

Correspondence 3

Early Polynesian wayfinders were able to travel great distances over the water, making their boats move five miles with each paddlestroke.

Merlin's Ride

Tradition Book: Verbena (First Edition) page 64

Correspondence 3 or 4

The Verbena can cross great distances quickly by riding a horse with this rote. It allows them to move so quickly that the scenery blurs and, sooner than expected, they arrive. Each success causes the travel time to decrease by 20%, to a minimum of 0.

Correspondence 4 is needed to take others with the Mage.

The Seven-League Stride

Mage: The Ascension First Edition page 185

Mage: The Ascension Second Edition page 189

Mage: The Ascension Revised page 159

Correspondence 3

This rote allows the Mage to step from one place to another nearly instantly. Depending on specifics of the Mage's paradigm, the Mage may disappear in one place and appear in another, or may be seen to blur past, moving between places at incredible speed.

Shortcut

Order of Reason page 67

Correspondence 2 or 3

Originally a Celestial Master procedure, this rote finds unreproducible shortcuts between two points. Works very well when paired with Navigation, this rote can decrease travel time by up to 50%. For single day trips, each success up to five decreases travel time by 10%, for longer trips each increases distance covered that day by 10%. The routes found are often surprisingly short and contain confusing landmarks which prevent them from being found again without another use of this rote.

Astral Travel

The easiest way to reach the High Umbra is through Astral travel. This is generally safer than actually physical traveling places, only sending your consciousness, tied to your body by a silver cord.

Astral Projection

Dead Magic 2 page 103 (as Gand-Rei "Chant Riding")

Mage: The Ascension Revised page 178

Mind 4

Astral Projection releases the Mage's mind, free of the body. When Astral Projecting, the Mage can access the Astral Umbra. They can also move around the material world as an insubstantial being that can travel anywhere so long as they think about it.

Internalize Ephemeral Object

Infinite Tapestry page 182

Spirit 4, Prime 3, Mind 1, possibly other spheres

A Mage employing an Astral Sojourn can use this effect to bring an object back from the Umbra into the physical world. First, the Mage uses Mind 1 to Mentally Empower themselves so that they can study every aspect of the object. When the Mage returns to his body, the object's Pattern is stored in the Mage's mind, and needs to find an appropriate physical object to use the Prime and Spirit spheres, as well as any other necessary for the object's effects, to invest the essence of the Pattern into the new object.

Leap Beyond

Mage: The Ascension First Edition page 227

Spirit 5, Mind 4

Less dangerous than traveling physically, with this rote a Mage can Astral Project beyond the Horizon and into the Deep Umbra.

Untether

Mage: The Ascension First Edition page 207

Mage: The Ascension Second Edition page 211

Mind 5

This rote allows the Mage to separate their mind from their body and become an Astral traveler. See Astral Travel on pages 87-88 and 476-478 of Mage: The Ascension 20th Anniversary Edition.

Breaking In

Magick can be used to gain entry to places that are normally closed to a Mage. These rotes specialize in getting through locks, bypassing alarms and otherwise entering secure locations.

Amon Maat, "Hidden Justice"

Book of Crafts page 57

Correspondence 3, Life 2;

Spirit 3

The Hem-Ka Sobk mage mixes some of their blood into cold water and wash their feet, sprinkle it on a door or windowsill, and whisper a chant to their protector. This allows them to bypass the door and enter a home while the occupants sleep. Furthermore, they can sense everything in the house. Correspondence and Life do this directly (including keeping the people asleep), Spirit enters via the Umbra and summons a spirit to keep the residents asleep.

Dingo's Touch

Dead Magic 2 page 63

Entropy 1, Forces 2

This rote allows the Mage to find their way into places that they normally couldn't, just like dingos tend to do. Locks open, doors unlock, and windows just slide open.

Infiltration

Order of Reason page 68

Correspondence 3

Originating with the Ksirafai, Infiltration allows the Mage to bypass security entirely and enter any building. Only magick can detect how the Mage accessed the building. The number of successes required is at the Storyteller's discretion based on how tight the security is, which is at least one more than the Perception of the highest ranked guard that needs to be bypassed.

Pass the Key

Orphan's Survival Guide page 124

Entropy 2, Matter 2, optional Forces 2

This rote acts as a mystical lockpick. It unlocks a target door. Forces is necessary to handle electronic locks.

Safecracker

Hidden Lore page 16

Entropy 2, Matter 1

The Mage randomly twists the dial on a lock and manages to unlock it. For each success, the Mage learns one digit of the combination, more successes are needed

to work out longer combinations. An additional success is needed for time-locks.

Thief in the Night

Book of Crafts page 102

Correspondence 1, Forces 1 or 2, optional Entropy 2

The Knights Templar developed this effect to defeat electronic alarm systems. It allows them to detect the presence of such a system and how it is activated. With Entropy and Forces 2, the Templar can disrupt such systems. If Matter is substituted for Forces, it can detect mechanical traps instead.

Broadcast

Sometimes, a Mage needs to get a message out NOW. Broadcast rotes do this, passing an emotion or information along through mystical means.

Chain of Whispers

The Swashbuckler's Handbook page 93

Mage: The Ascension 20th Anniversary Edition page 608

Mind 3, Correspondence 2

The Mage speaks a rumor (truth doesn't matter) and this effect causes that rumor to spread rapidly. Those who hear it have a magickal compulsion to spread the rumor so long as they believe it, and it will pass through two people per success.

Cry of Distress

Order of Reason page 79

Mind 3

Though gestures and intentions, two Mages from the same organization can pass basic messages, particularly warnings.

Death Song

Tradition Book: Celestial Chorus page 64

Life 2, Time 2, Prime 1, Mind 1

Using Life to gain the time needed before death, the Chorister processes their memories and composing them into a final song, recording their stories and often including a final prophecy. When this rote is finished, the Mage dies.

Dreamcry

Tradition Book: Dreamspeakers (First Edition) page 67

Correspondence 2 or 3, Mind 2, Spirit 2

The Dreamspeaker can send a vision into the dreams of someone they know. With Correspondence 3, they can contact more than one person simultaneously.

Dreamline

Tradition Book: Cult of Ecstasy (First Edition) page 66

Mind 2 or 3, Correspondence 2, Time 2 or 3, or Correspondence 3, Spirit 2

There is a bond that all Cultists share. With this rote, a Mage can reach through this bond. They can send an empathic impression (Mind 2) or a specific message (Mind 3) to other Cultists, Time 3 permits many messages to be sent in a short time period. The variant with Spirit sends a spirit to deliver the message rather than relying on this bond.

Flower Gesture

Tradition Book: Akashic Brotherhood (Revised) page 71

Mind 3, Time 3

This is one of the most effective teaching rotes ever devised. With it, an Akashic can instantaneously transmit their ideas in a burst of thought to another, essentially accelerated Telepathy.

Override Signal

Book of Shadows page 144

Forces 2 or Life 4

With this rote, a Virtual Adept can intercept and jam a signal. With Forces, this covers the electromagnetic spectrum: infrared, ultraviolet, visible light, radio, etc. With Life, this can extend into signals within a target's brain, potentially capable of putting them into a coma. More successes are required for less familiar signals.

Pirated Media Blitz

Technocracy: New World Order page 49

Mind 4, Correspondence 3, Forces 2

Over an area determined by number of successes, this procedure is used by the New World Order to hijack television, radio, etc. signals and transmit "emergency bulletins" regarding "dangerous criminals." If the

procedure succeeds, the viewers will believe that the transmission is real, and become convinced that the people described are dangerous criminals.

Point-to-Point Narrow-Band Transmission

Hidden Lore page 18

Forces 2 or 3, Correspondence 2, optional Prime 2

Forces 2/Correspondence 2 allows the Mage to transmit to an active device, hijacking or altering the signal. Adding Forces 3/Prime 2 allows them to transmit to a device that is currently off.

Public Posting

Hidden Lore page 20

Mind 2 or 3, Correspondence 2, Prime 2

A Virtual Adept can fire off a broadcast to all Mages, whether at computers or not, with this rote. Usually a short message or emotional sentiment. With Mind 3, the message can be detailed and specific.

Sound/Thought Transfer

Tradition Book: Hollow Ones (Revised) page 63

Forces 2, Mind 3

Hollow Ones can evoke certain thoughts and emotions using sounds and do so by recording the information and playing it underneath music or other sounds, so as to remain hidden from those who aren't supposed to hear it.

Subliminal Impulse

Mage: The Ascension First Edition page 206

Mage: The Ascension Second Edition page 210

Mind 2

The Mage can transmit a single word or image into the target's subconscious.

Subliminal Transmission

Digital Web 2.0 page 113

Mind 2 or 4, Correspondence 2 or 3, optional Entropy 2

From the Digital Web, the Mage can send subliminal messages to people watching a screen, one with Correspondence 2, but many screens with Correspondence 3. Mind 2 only allows emotional manipulation as in Subliminal Impulse, whereas Mind 4 allows full Possession.

Telepathy

Mage: The Ascension First Edition page 206

Mage: The Ascension Second Edition page 210

Mage: The Ascension Revised page 178

Mind 3

The Mage is able to communicate directly with the target, mind-to-mind.

Temper Viasilicos

Order of Reason page 107

Correspondence 2, Mind 1

This allows the Mage to use a Viasilicos, a geometrically perfect crystal created by the Order of Reason, to transmit a message to another Viasilicos. One success beyond distance charts allows for a single sentence, two successes allows for a paragraph and three allows for a conversation.

Thunder's Gauntlet

Blood Treachery page 88

Correspondence 3, Mind 3 and either Prime 2, Forces 3 or Matter 3 or Life 3

Originating in House Tytalus, this ancient Hermetic rote allows the Mage to issue a Certamen challenge, no matter how far the opponent is. The original version used Pentacles of Mars and invocations to Gabriel and delivered the call with a painful thunderclap, but modern mages have adapted it to allow for spikes erupting from the ground (via Matter) or internal hemorrhaging (Life).

Language

No one can speak every language. A Mage, however, can pretend that they do. With these rotes, Mages can ensure that they understand and are understood in any language, including languages long dead and the languages of animals. They can also confound languages, preventing others from being able to communicate effectively.

Adder's Tongue

Tradition Book: Verbena (Revised) page 64

Mind 2

With this rote, a Verbena can understand the speech of all animals within earshot.

Auspicious Dialogues

Tradition Book: Akashic Brotherhood (Revised) page 69

Mind 3 or Entropy 2, Mind 2

Though not direct translation, this rote allows the Akashic to understand and use slang and dialect of a language that they already speak. Each success lowers social difficulties by one for a specific subculture or speaking style.

Babel

Hidden Lore page 51

Mind 4

The Marauder causes those around them to speak their native language. The number of successes determine how many people are affected for how long. They don't even realize that the language they're speaking has changed without a Wits + Awareness roll (difficulty 8) or until they try to speak with someone not affected.

Ravensong

Orphan's Survival Guide page 126

Life 2, Mind 2

Hollow Ones are so adept at gossip that they developed this rote, which allows them to communicate with small, smart animals such as rats, ferrets, cats and corvids.

Semiotic Communication

Convention Book: Syndicate (Revised) page 75

Mind 2, optional Matter 2

Syndicate agents know the symbols of the modern age and can use them to communicate. Whether it's the cut of a suit and the color of a tie, or graffiti on a wall, or pop culture references, they can send messages secretly using these symbols. Only Mind is needed for most uses, but to place symbols that will be read by someone once they're found, Matter is needed as well.

Speaking in Tongues

Tradition Book: Celestial Chorus page 64

Mind 3

This Chorister rote allows the Mage to speak in their language while causing their listeners to hear it in their own.

Time's Tongue

Tradition Book: Celestial Chorus (Revised) page 59

Mind 3, Time 2

This rote allows the Mage to translate or comprehend a dead language, with more successes translating to a better translation. One success would allow a common dead language like Latin or Greek to be understood, but more successes are needed for more obscure languages.

Tower of Babel/Speak in Tongues

Tradition Book: Order of Hermes (First Edition) page 64

Forces 2, Mind 2 or Entropy 2

Two related rotes from an obscure Hermetic House, Tower of Babel inserts chaos into speech with Entropy to cause the sounds to come out as complete gibberish. In contrast, Speak in Tongues uses Mind to allow the target to speak any language that the Mage does through similar techniques of altering the sound itself.

What Did You Say?

Hidden Lore page 48

Correspondence 2, Mind 2

One of the most basic and useful Nephandic tricks is this mystical form of gaslighting. The target is caused to mishear perfectly ordinary conversation to be vaguely ominous and hostile.

Realms

Only the most powerful of Mages ever need to worry about creating Realms, but those that do need these tools. The ability to forge a realm, to build a gauntlet around it, or even to break into the gauntlet of someone else's realm are essential for Mages who spend a lot of time in the Umbra.

Breach Alien Gauntlet

Technocracy: Void Engineers page 42

Dimensional Science 4

This Procedure allows the Void Engineer to breach gauntlets other than the one around the Earth, such as around other planets or more general Horizon realms.

Create Gauntlet

Technocracy: Void Engineers page 42

Dimensional Science 5

At the highest levels, a Void Engineer can create a Gauntlet around a region of the Deep Umbra. One level is created for each two successes, and the duration is determined by the successes spent on it.

Create Horizon Realm Construct

Technocracy: Void Engineers page 48

Dimensional Science 5, Matter 4, Prime 4

With a huge amount of planning, a Void Engineer (usually with a backup team) can create a Horizon Realm and build the Construct within it. This can require huge numbers of successes, to the point where large Horizon Realms can require hundreds of construction specialists to build.

Secret Messages

Just as quick communication can be important for a Mage, secret communication can save lives. These rotes are used to obscure the information in a message, to make it only readable to a select few or else to ruin it entirely so that it cannot be read by their enemies.

Corrupt Text

Lost Paths: Ahl-i-Batin and Taftani page 88

Matter 2, optional Mind 2, optional Entropy 3

Weavers are paranoid about their knowledge ever falling into the hands of their enemies. This rote allows them to destroy texts rather than risk losing them. The simplest version smears the ink on the pages, ruining them. With Mind, specific passages can be targeted, and with Entropy the effect can hang and trigger if someone other than the Mage themselves opens the book.

Craft Tome

Order of Reason page 89

Entropy 3, Mind 1

Whereas Cypher Wheel encrypts a short message, Craft Tome creates an entire work of novel length which has the hidden meaning encoded throughout it. A combination of secret meanings, subtle themes and clever wordplay convey complex messages to the reader who knows how to find such messages.

Cypher Wheel

Order of Reason page 77

Mind 1 or Entropy 1, optional Matter 2

The High Guild and the Ksirafai especially, but the Order of Reason as a whole, has a need to be able to communicate securely. This technique uses Mind 1 to encrypt a message so that only the intended recipient can read it. However, the Entropy 1 version can be used to attempt to crack the code and read a message without authorization. With Matter 2, a secret message can be included on the paper which is invisible to the naked eye, and only discoverable by someone using Matter to render it visible.

Neon-Mail

Fallen Tower: Las Vegas pas 119

Forces 2, Life 1, Time 4, optional Correspondence 3

Reality Hackers in Las Vegas developed a technique for altering the message on a neon sign when a specific person walks near it, so as to send them a hidden message. With Correspondence included, the message can appear on any sign in an area, instead of a specific sign.

Unraveling the Text

Book of Shadows page 142

Entropy 2, Matter 2, Prime 2

An active defense for Hermetic texts from outsiders, this rote causes someone attempting to read a book to start losing their place, to jump around the page, and be unable to focus.

Unseen Nomenclature

Book of Shadows page 142

Mind 2, Matter 2, Prime 2

Hermetics often need to hide their teachings in plain sight. This rote allows them to do so in a book. Mages who read it will be able to tell that there is

something hidden, but only those who know how to parse it or who succeed at Wits + Intelligence difficulty 8 roll. The more distinct from the printed text the message is, the more successes are needed to hide it.

Writing on the Wall

Tradition Book: Hollow Ones (Revised) page 64

Matter 1, Mind 3

Hollow Ones can leave symbols written on walls via graffiti. To understand then, though, requires this rote. One success gives the user the gist of the message, more add details.

Shadowlands Travel

One of the most dangerous places that a Mage can go, the Shadowlands are another name for the lands of the Dead. For more information see **Mage: The Ascension 20th Anniversary Edition** pages 99-100 and **Wraith: The Oblivion 20th Anniversary Edition** in its entirety.

Agama Re Sojourn/Agama Te Sojourn

Tradition Book: Euthanatos (First Edition) page 67

Tradition Book: Euthanatos (Revised) page

Entropy 4, Life 2, Spirit 3 or 4

This rote allows the Euthanatos to fall to the cusp of death and lets them mimic a Wraith and enter the Underworld, and to bring companions with them if they have Spirit 4. It has a threshold of seven successes, before duration is considered. Entropy and Life give the Mage the mystical attributes of death, and Spirit allows the Mage to cross the Shroud.

The Mage exists for all purposes as a Wraith, inhabiting a *corpus* with 10 health levels and no wound penalties. The Spirit sphere is necessary to heal any wounds that the Mage sustains. Ghosts, however, can sense that the Mage is still among the living with a Perception + Awareness roll. As a Wraith, the Mage may walk through solid barriers at a cost of a single Health level.

If the Mage loses all their Health levels, the Mage gains a new Entropy Synergy trait and is then drawn into a Harrowing, which is a kind of anti-Seeking: a symbolic vision quest where the purpose is to cause the Mage to embrace Oblivion rather than the spur them to personal Enlightenment. If the Mage succeeds, the effect ends, and they are brought back to their physical body. If they

fail, that is, they reject their Avatar or deny Ascension, they make a Willpower roll at difficulty 9. If they succeed, the effect ends and they (and any companions) return to their body. If they fail, they return to their body and lose a level of Arete. With a botch, Oblivion consumes the Mage, and their body dies, and they become a Spectre.

Death's Passage

The Swashbuckler's Handbook page 93

Entropy 4, Spirit 3, Life 2

An extreme technique for bypassing walls, this allows the Mage to step into the Underworld in order to get around. Of course, travel through the Underworld isn't safe, and the Mage still must get across and return. The Mage also acquires Jhor from this trip.

The Gate of Culsu

Dead Magic 2 page 144

Spirit 4, optional Correspondence 4

By drawing a representation of a doorway, the Mage can open a gateway to a point in the Underworld. Correspondence is needed to go anywhere other than the same Shadowlands reflection of where the door was drawn.

Going Under the Cloak

Dead Magic 2 page 103

Life 2, Mind 4

The Mage enters a trance, suspending themselves between life and death, and projecting their mind into the Shadowlands as an astral form.

Wings of the Lasa

Dead Magic 2 page 145

Life 3, Spirit 3

When in the Underworld, this rote grows wings on the back of the Mage, made from the local ephemera.

Sleeping Land

Sleeping Lands are not places that most Mages will ever encounter, being essentially unique to Australian Aboriginal cultures. They are an example of a Shallow Realm, artificial realms that must be maintained actively to survive and which can only be interacted with by a specific class of individuals. For details see **Dead Magic 2** pages 54-55.

Liquor's Calling

Dead Magic 2 page 65

Mind 1, Spirit 2

The rote causes an Aboriginal Australian who has gotten drunk to gain a distant connection to the Dreamtime.

Presentation of the Passage Stick

Dead Magic 2 page 65

Spirit 3

The Mage sends out a spiritual call into the Dreamtime introducing themselves to anyone or anything who is aware of such things, such as the local Aboriginal Mages. It is considered to be extremely rude to cross into another family's territory without doing this.

Sense the Dreamsong

Dead Magic 2 page 66

Correspondence 1, Spirit 1

This allows the Mage to ascertain the boundaries and strength of the Dreamtime where they are.

Sing the Dreaming Earth

Dead Magic 2 page 54

Mind 3 or 5, Prime 5, Spirit 5

This allows the Mage to create a variant of a shallowing called a Sleeping Land (rules in **Dead Magic 2**, page 54-55), with area determined by the number of successes. This is a type of Shallow Realm, a minor realm that is very close to the world and don't form accidentally.

Songline Soaring

Dead Magic 2 page 66

Spirit 3

By humming a Songline, the Mage can take advantage of the spatial distortion of the Dreamtime to move to any other point along the line instantaneously.

Songline Walking

Dead Magic 2 page 66

Spirit 1

This allows the Mage to detect and follow the path of a Songline that they have been introduced to.

Teleportation

One of the great classic magickal abilities, teleportation effects transmit a person from one place to another instantly. Whether transporting just the Mage alone or bringing along companions and even entire vehicles, this class or rotes make problems of movement and distance easily solved.

Alley Vanish

Tradition Book: Hollow Ones (Revised) page 61

Correspondence 3, Mind 2

On the Hollow One's turf, they know all the short cuts and non-obvious ways to get around. So, if they need to escape from pursuit, they can use this rote to vanish in an alleyway.

Daedalus Gateway

Technocracy: New World Order page 49

Correspondence 4, Mind 3

This procedure teleports a target but leaves them not realizing that they've been teleported. It can be defeated by Correspondence senses or expenditure of Willpower to overcome the Mind aspect.

The Endless Pool

Book of Crafts page 58

Correspondence 4, optional Life 3 and Time 4 or 5

The Mage of the Hem-Ka Sobk finds or creates a large pool of water, marks the boundary with their spit and urine, and puts in a drop of their blood. When the victim steps into the pool, they are pulled into the water and transported to another location. A stronger version

holds the victim there, suspended in time, where Time 4 does so after some duration, and 5 can do so indefinitely.

Free Conjunction

Mage: The Ascension First Edition page 188

Correspondence 5

Like Hermes Portal, this creates a path between two points that anyone can step through. However, this allows the environments to freely mix, rather than keeping them on different sides of the portal.

Heaven's Tumbling Pebbles

Dragons of the East page 66

Correspondence 3, 4 or 5, Entropy 2

By crushing a blue stone in a blue porcelain bowl, a Wu-Keng can flee to a safe location. Entropy 2 makes the location random, but safe. Correspondence 3 takes the Wu-Keng there, 4 lets them take a group, but 5 randomly overlays many different locations into a chaotic mess, so that no one knows which location they will end up attached to when it ends.

Hermes Portal

Mage: The Ascension First Edition page 186

Mage: The Ascension Second Edition page 190

Mage: The Ascension Revised page 160

Correspondence 4

Creates a free-standing portal between two locations, stable enough that anyone can walk through it.

Mercury's Bridge

Mage: The Sorcerer's Crusade page 272

Correspondence 3 or 4, optional Spirit 4

This effect allows the Mage to travel from one place to another. The Correspondence 4 version allows them to take others along, and Spirit can be included to allow transport across the Gauntlet.

Riding the Railroad

Tradition Book: Hollow Ones (Revised) page 62

Correspondence 3 or 4

The Hollow One method of teleportation from Chantry to Chantry, this provides instantaneous travel at the cost of physical exhaustion, severe jet lag, and other consequences that are normal to mundane travel.

Shuttle

Technocracy: Void Engineers page 41

Correspondence 3 or 4

This allows a Void Engineer to teleport or, with Correspondence 4, to bring others with them.

Voidcast

Convention Book: Void Engineers (Revised) page 87

Correspondence 4, Dimensional Science 3 or Correspondence 5, Dimensional Science 5

Thanks to advancements in quantum field inversion and particle matrix fluctuation, a Void Engineer can create a Faraday cage to contain everything to transport and then teleport the contents to wherever they want. The lesser version is restricted to anyplace within the Spatial Horizon, but the greater version can go anywhere.

Umbral Travel

The Umbra is a dangerous place. Fortunately, virtually no Sleepers can gain access to it. Mages, on the other hand, barge in and make themselves at home, crafting Realms and bargaining with the inhabitants. To do these things, the rotes of this section are essential.

Breach Gauntlet Undetectably

Technocracy: Void Engineers page 42

Dimensional Science 3

At a cost of requiring two more successes than Stepping Sideways, a Void Engineer can dissolve the Gauntlet, step through, and restore it, making it much harder to detect their passage. This technique can also extract someone or something that has become trapped within the Gauntlet.

Breach the Gauntlet

Mage: The Ascension First Edition page 215

Mage: The Ascension Second Edition page 218

Mage: The Ascension Revised page 189

Spirit 4

Like Stepping Sideways, this rote allows the Mage to enter the Umbra. However, this creates a gateway that others can use as well, allowing the Mage to bring them along.

Break the Dreamshell

Mage: The Ascension First Edition page 215

Mage: The Ascension Second Edition page 219

Mage: The Ascension Revised page 189

Spirit 5

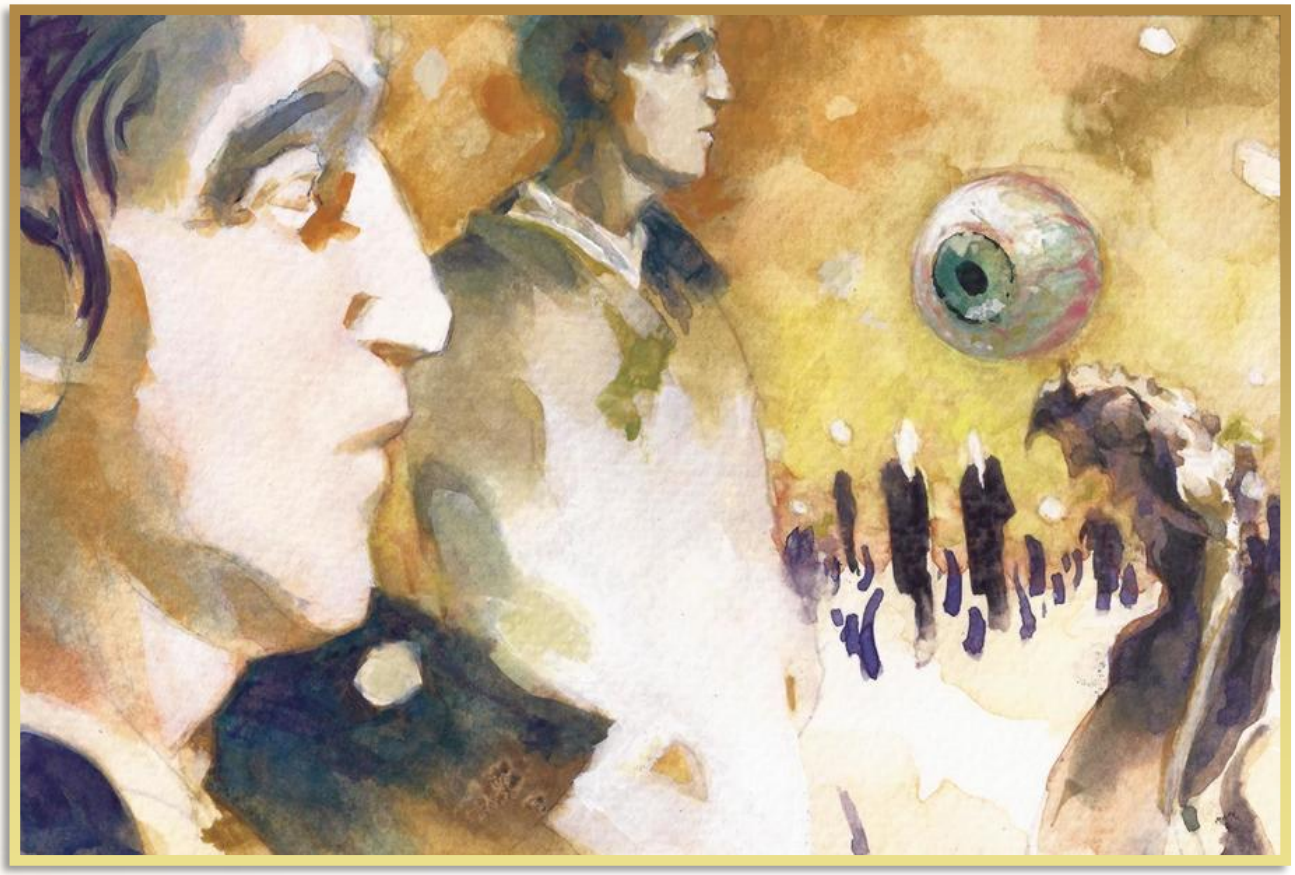
A Master of Spirit can finally step beyond the Horizon, leaving the part of the Umbra that is particularly close to Earth (or to whatever Realm they happen to be in) and going into the Deep Umbra.

Bridge of Blood

Infinite Tapestry page 181

Spirit 4, Prime 3

This brutal rote allows the Mage to grab a random spirit (or a specific one if they can do so) and forces it to manifest in the same space as the Mage while the Mage is Stepping Sideways. This sacrifices the spirit to allow the Mage to cross the Gauntlet safely, causing the Avatar Storm to attack it instead of them. The Mage needs at least as many successes as their avatar rating, must spend one point of quintessence per dot of avatar. The spirit then takes the damage from the Avatar Storm instead of the mage.



Deep Umbra Travel

Mage: The Ascension First Edition page 215

Mage: The Ascension Second Edition page 219

Mage: The Ascension Revised page 189

Spirit 5

The Deep Umbra is a dangerous place: large tracts of barren territory, distances between anything of interest are large but variable, hallucinations and visions are common, as are bizarre spirits less tied to the consciousness of humanity. Masters of Spirit are the only ones who can travel there with any degree of safety, others are in danger from the environment nearly instantaneously.

Deep Universe Survival

Convention Book: Void Engineers (Revised) page 87

Dimensional Science 5

Chairs of the Void Engineers build computer simulations and particle emitters that will create a bubble of survivable reality to protect them from the Deep Universe. Usually, this is applied to vehicles rather than to individuals.

Detect the Dream Gateway

Book of Shadows page 145

Correspondence 1, Spirit 1

This rote allows the Mage to find places where the Gauntlet is unusually weak.

Dream Locus

Mage: The Ascension First Edition page 227

Spirit 2, Matter 1

This rote allows a Dreamspeaker to bring their material belongings with them when they use Stepping Sideways.

Dreamquest

The Spirit Ways page 92

Spirit 3 or 4, Prime 2, Entropy 2, Mind 2;

Mind 4, Prime 2, Entropy 2

Shamans have long known that making changes in the spirit world can change the physical world. Drawing upon that connection, this rote lets the shaman know what needs to be done to accomplish their goal, though it does so by giving them a quest to accomplish, with difficulty generally scaling with the alterations to reality that they want to make. The resulting effects occur purely coincidentally, outside the control of the characters.

This rote in fact begins the effect, with Spirit 3 required to enter the Umbra and begin, 4 to bring companions with them, and Mind 4 to use Untether to enter the Umbra themselves.

Gateway Transport

Technocracy: Void Engineers page 48

Correspondence 5, Dimensional Science 5

One of the most powerful transportation procedures that the Void Engineers have developed, this opens a gate to a point in the Deep Universe, one large enough to pilot a Voidship through.

Holopuni'au'nei

Book of Crafts page 74

Spirit 3

A Kopa Loei rote that translates literally to "to sail around the world" or "to avoid the physical world." This is Stepping Sideways.

Karmic Inversion

Dead Magic 2 page 81

Prime 4, Life 3

By linking themselves to another Mage through horrific torture, the Mage is able to avoid taking damage from the Avatar Storm, instead shunting it off to the linked target.

Leap Sideways

Mage: The Ascension First Edition page 227

Spirit 3, Correspondence 3

An improved version of Stepping Sideways, Leap Sideways allows the Mage to not only enter or exit the Umbra, but also to transport themselves anywhere on Earth or the Near Umbra.

Long-Distance Universal Travel

Technocracy: Void Engineers page 42

Dimensional Science 5

This allows the Void Engineer to travel the Deep Universe freely, and even breach Horizon Realms without using the proper entrance. This rote is also sometimes called Puncture Reality Barrier, as that is the name that some Void Engineers give to the Horizon.

Moving the World Walls

Technocracy: New World Order page 49 (as Strengthen Gauntlet)

Tradition Book: Dreamspeakers (Revised) page 66

Spirit 2

This rote allows a shaman to strengthen or weaken the Gauntlet in an area.

Reverie

Order of Reason page 85

Spirit 3

Allows the Mage of the Order of Reason to enter the Umbra where the Gauntlet is weak (rating 5 or below).

Note: in Sorcerer's Crusade, it is indicated that this is involuntary, and that surviving this and making it back is necessary for a member of the Order of Reason to advance to Spirit 4.

Schedule of Heaven

Dead Magic page 78

Spirit 3, Time 1

The Long Count governs the spirit worlds as well as the mundane. A Mage who studies it can use it to find times when crossing into the Umbra will be easier because the spirit worlds are closer. Successes decrease the difficulty to cross the Gauntlet.

Shield of the Soul

Infinite Tapestry page 183

Forged by Dragon's Fire page 79

Spirit 2, Prime 3

This rote allows the Mage to hide their avatar inside of a Familiar. If this rote is in effect while crossing the Gauntlet, it allows the Mage to avoid the Avatar Storm, though Paradox must still be rolled for damage. The Mage can attempt to bring others along with them this way, but each extra person requires an additional success, the Mage whose Familiar is serving as the Shield must be the one who brings everyone across, and it only ends up protecting people up to the number of successes on the transit effect.

Spirit Cloak

Tradition Book: Dreamspeakers (First Edition) page 67

Mind 2, Spirit 2

This hides the shaman's aura in the Umbra, causing them to stand out significantly less to the Umbra's natives.

Spirit Journey

The Spirit Ways page 88

Spirit 2, Correspondence 2

This rote allows the shaman to enter a deep trance and sends their perceptions off into the Umbra. They cannot affect anything, but they can view any location on Earth or the Umbra and communicate with spirits they encounter.

Stepping Sideways

Mage: The Ascension First Edition page 214

Mage: The Ascension Second Edition page 218

Mage: The Ascension Revised page 188

Spirit 3

The Mage can now cross through the Gauntlet and enter the Near Umbra directly.

Storm Watch

Infinite Tapestry page 184

Spirit 1, Prime 1

This rote allows the Mage to see the Avatar Storm in a general sense. The Mage can then see the density of shards in places and can chart the safest route through the storm.

Sucking Gate

Book of Shadows page 141

Spirit 4, Forces 4, Prime 2

Sometimes, a fight really, REALLY requires a change of venue. For Dreamspeakers, that is often a move into the Umbra. With this rote, they not only Breach the Gauntlet, but also cause those near it to be sucked through. Particularly effective in the age of the Avatar Storm.

Trailblazing

Tradition Book: Dreamspeakers (First Edition) page 67

Prime 2, Spirit 2

For one day per success, the Dreamspeaker creates a trail behind them that they can follow back, and it also provides countermagickal defenses for the trail to avoid it being dispelled.

Umbral Visions

Tradition Book: Dreamspeakers (Revised) page 67

Correspondence 2 or 3, Mind 1, Spirit 2

After a lengthy, meditative ritual, the shaman goes into a deep trance and projects their senses into the Umbra. They do not enter physically, which keeps them safe from the Avatar Storm. Not only can they project their senses to any place that they know (Correspondence 2) or to any object or person they know (Correspondence 3), but they can also communicate with any spirits or other beings there.

Universal Travel

Technocracy: Void Engineers page 42

Dimensional Science 3

This allows a Void Engineer to survive traveling in the Umbra.

Walking the Open Path

Tradition Book: Dreamspeakers (Revised) page 66

Spirit 2, Prime 1

An enhanced version of Moving the World Walls, Walking the Open Path decreases the Gauntlet to zero at a Node, creating a temporary Shallowing and allowing entrance into the Umbra.

Unusual Environments

Despite most Mages thinking of the Umbra as where to go for exotic locations, the deep sea and deep space themselves still exist. These areas are primarily explored by the Technomagical factions and among them mostly the Void Engineers. These rotes allow a Mage to survive travel to the deep ocean or outside the Earth's atmosphere.

Aquatic Survival

Convention Book: Void Engineers (Revised) page 87

Life 1, Matter 4, or Life 3

The Matter version of this Procedure creates an aquatic suit and air supply, the Life version creates synthetic gills, reinforces muscles and bones and even nitrogen-processing to allow for survival in the depths.

The Barrel of Iskander

Artisan's Handbook page 52

Matter 2, Forces 1, optional Life 2

With a barrel made of iron and glass, it becomes airtight and allows a clear view of its surroundings, no matter how deep it is submerged underwater. With Life 2, the user will be comfortable in the confined space for longer.

Format Space

Convention Book: Void Engineers (Revised) page 86

Correspondence 5, Dimensional Science 4

A team of Void Engineers mark the boundaries of an area that they will use to simulate space, with at least four reference points at the vertices of a tetrahedron. The first successes go to making contact with these points, followed by duration. Afterwards, each success can be used to raise the Gauntlet for Spirit magic by one and decrease it for Dimensional Science by one, to a maximum of 10 and 0, respectively, five successes can be spent to make all mystic magick vulgar, and all Technocratic Procedures coincidental, with exceptions only those that are vulgar everywhere, such as Format Space, and five successes to force the local physics to conform to the consensus.

Liftoff

Hidden Lore page 54

Forces 5, Matter 4, Prime 2, optional Dimensional Science 4

This Void Engineer effect can turn any airborne vehicle into a space worthy vehicle, and with the addition of Dimensional Science 4, it makes the vehicle capable of Umbral travel as well.

Nitrogen Narcosis

Technocracy: Void Engineers page 48

Life 3, Matter 2

By using a decompression suit or chamber, Void Engineers can avoid the deadly consequences of nitrogen narcosis, also called The Bends.

VAR

Convention Book: Void Engineers (Revised) page 87

Life 1, Forces 2, Matter 4

Vacuum, Atmosphere and Radiation survival protects the Void Engineer from hazards of conventional space: lack of oxygen, radiation, etc.

Unusual Modes

Sometimes, a Mage wants to travel in style. Feet, boats, airplanes, cars and even teleportation don't quite do it. These rotes allow Mages to accomplish feats like travel via lightning bolt, flight by wearing wax wings, or walking on water.

Body of the Spirit

Book of Crafts page 135

Life 3, Spirit 3

This allows a Wu Lung mage to transform their body temporarily into ephemera and travel about the physical world as a spirit.

Daedalus's Wings

Mage: The Sorcerer's Crusade page 270

Forces 2 or Life 3, sometimes combined

The mage constructs elaborate wings out of metal and canvas, mechanisms to move them through the Mage's muscle power, and finds a launch point. This effect then allows the Mage to fly. Often this is combined with Life 3 to strengthen the Mage for the flight, or alternately done solely with Life to grow wings rather than fly using a device.

Levitation Walk

Book of Crafts page 134

Spirit 2, Forces 2

This allows the Wu Lung to levitate and move as quickly as if they were in the Umbra.

Navigation

Order of Reason page 65

Correspondence 1

Originating with the Void Seekers and Celestial Masters, this rote allows a Mage who is lost to determine their location from sketchy information. One success determines location, three or more successes gives insight into the surrounding geography. Notably, whatever path is chosen always leads to some kind of adventure.

Pilot Skyrigger

Order of Reason page 108

Correspondence 5

Allows the user to create and pilot a skyrigger, that is, a flying ship. This effect is used primarily for actually piloting the ship and avoiding obstacles.

Rooftop Leap

Tradition Book: Hollow Ones (Revised) page 63

Forces 3, Life 3

Through strengthened leg muscles and careful application of force, the Hollow One is able to leap from rooftop to rooftop in a city.

Sure Footing

Tradition Book: Akashic Brotherhood (First Edition) page 62

Matter 3, Prime 2

Without changing the appearance of Matter, alters it so that the Mage can walk over it normally.

Thunder Bridge

Dragons of the East page 58

Forces 3, Prime 2, optional Matter 2

The Wu Lung have a unique method of traveling that most other factions of mages lack: they can ride lightning. This rote summons a lightning bolt that can carry the mage from place to place. With Matter, metal weapons are deflected from the Mage while in transit.

Traffic Pulse

Tradition Book: Hollow Ones (Revised) page 64

Entropy 2, Forces 2

This rote gives the Mage significant control over traffic patterns, allowing them to manipulate traffic

lights, how heavy traffic is, and even prevent or cause minor accidents.

Walking on Water

Mage: The Ascension First Edition page 197

Mage: The Ascension Second Edition page 198

Forces 2 or Matter 3

By increasing the molecular cohesion in water, the Mage can walk along it. With enough successes, others can follow the path they walk. The Forces version strengthens the normal force of the water to the same effect.

Wings of Icarus

Dead Magic page 108

Forces 4

By making a pair of wings out of feathers and wax and donning them, this rote allows a Mage to fly clumsily. Strong winds can decrease the difficulty, and extended rituals are strongly recommended.

Mystic Perception

An underrated class of rotes, those that enhance perception are often open to even the weakest and newest of Mages. These rotes are almost always coincidental, and although not flashy like other sorts, they can give a Mage a huge advantage. A Mage armed only with perception effects is already substantially more powerful than a Sleeper, able to see perfectly in the dark, to interact lightly with Spirits, or to process information much more quickly than others.

This chapter is divided up by the primary sphere of each effect, with a final section for complex perception effects that don't have a primary sphere, but instead use multiple spheres equally.

Correspondence/Data

Calculate Kinematics

Technocracy: Void Engineers page 41

Correspondence 1

This Procedure allows a Void Engineer to determine how far away an object is as well as its direction of motion, orientation and speed.

Eagle Eye

Book of Shadows page 138

Correspondence 2, Life 1

An Ahl-i-Batin can view the world from the eyes of a bird, allowing them to see everything from far above.

Find the Sun

Book of Crafts page 73

Correspondence 1

Navigation at sea is difficult without the sun. This rote allows them to find any of the major or minor directions, even at night.

Information Glut

Tradition Book: Virtual Adepts (First Edition) page 62

Correspondence 2, Mind 1, Time 2

This rote amps up one sense, allowing the Mage to perceive things they normally couldn't. Each success gives +1 to Perception for the scene or -1 to Alertness checks.

Information Overload

Tradition Book: Virtual Adepts (Revised) page 66

Correspondence 2, Mind 2

This rote vastly increases the target's perceptive abilities. If the Reality Coder chooses, it can be an enlightening experience, making virtual space seem every bit as real as real space, but it can also cause significant harm by breaking the normal filters that allow people to deal with their senses.

Landscape of the Mind

Mage: The Ascension First Edition page 185

Mage: The Ascension Second Edition page 189

Mage: The Ascension Revised page 159

Correspondence 1, optional Mind 1

This allows the Mage to perceive a great area of space, though trying to process an area larger than a city block requires Mind.

Lay of the Land

Tradition Book: Verbena (Revised) page 66

Correspondence 2, Life 2

A Verbena can gain information about an area by communing with the plants and animals in it. One success establishes the connection, additional successes increase the range and duration.

Sense Connection

Mage: The Ascension Revised page 158

Correspondence 1

Allows the Mage to determine if an object is being manipulated remotely or if two Patterns are connected.

Sousveillance

Convention Book: New World Order (Revised) page 84

Data 1, Mind 1, optional other Spheres

Surveillance is watching something from afar, so sousveillance is watching from within. The Agent can take in everything at once, though no details that they couldn't possibly perceive without this Procedure. Effectively, all Perception rolls automatically succeed. With other spheres, their senses are enhanced to detect appropriate things.

Whereami?

Mage: The Ascension Second Edition page 189

Mage: The Ascension Revised page 159

Correspondence 1

Gives the Mage absolute knowledge of their location, so long as no one is magically obscuring it.

Entropy

Cynical Eye

Order of Reason page 68

Entropy 1, Matter 1 or Mind 1

A Mage using Cynical Eye can spot the weaknesses in things. The Mage inspects a person or an object in detail, revealing a flaw that can be exploited. With Mind can be used to find character flaws, with Matter can be used to find structural flaws.

Danse Macabre

Order of Reason page 69

Entropy 1

Originating with the Cosians and the Ksirafai, this rote is an early forensics effect. Its purpose is to look for tiny signs in the damage and decay on a corpse to determine how and when it died, and with enough successes deduce characteristics of the killer. It's also useful for examining the undead (although not Vampires) to gain insight into their existence and into the necromancers who raise them.

Detect Lie

Order of Reason page 70

Entropy 1

By detecting flaws in the target's statements and composure, the Mage can tell when someone is lying.

Dim Mak

Mage: The Ascension First Edition page 191

Mage: The Ascension Second Edition page 193

Entropy 1

An Akashic technique for detecting the weak points in objects and people, similar to Locate Disorder and Weakness. By hitting them, the Mage gains dice of their damage roll, one per success.

Idealism

Order of Reason page 69

Entropy 1

Originating with the High Guild and Explorators, just as a user of Cynical Eye can detect flaws in things, the user of Idealism can find encouraging minor events or good omens, such as birds singing at an opportune moment. With increasing numbers of successes, the event can be more directly positive.

Locate Disorder and Weakness

Mage: The Ascension First Edition page 192

Mage: The Ascension Second Edition page 193

Mage: The Ascension Revised page 162

Entropy 1

Basic Entropy senses allow the Mage to find the most disordered point in a structure, effectively finding the weakest spot to attack it.

Oathbreaker's Lash

Blood Treachery page 87

Entropy 1, Forces 3

A Quaesitor rote, designed to bring the consequences of lies down upon liars. By putting the person to be interrogated into a Seal of Solomon and invoking Uriel, the Angel of Judgment, the Quaesitor can determine the truth of what the person interrogated is saying and bring consequences to them for lies. The person being interrogated needs to beat this number on Manipulation + Subterfuge rolls to lie undetectably. If a lie is detected, the difference creates the dice pool for an electrical attack via Forces on the interrogated. Optionally, this rote may only cause pain, and not any actual damage. In this case, the damage rolled only gives wound penalties, but disappears at the end of the scene.

Organize

Technocracy: Iteration X page 47

Entropy 1

By detecting weaknesses in their plans, this procedure allows an Iterator to improve them, minimizing those weak points.

Ring of Truth

Mage: The Ascension Second Edition page 193

Mage: The Ascension Revised page 162

Entropy 1

By paying attention to the strands of Fate, the Mage can detect lies.

See the Soul's Burn

Tradition Book: Euthanatos (First Edition) page 66

Entropy 2, Mind 1, Spirit 1

Though not able to see the details, this rote allows a Euthanatos to see whether the target is guilty, in general terms.

Sense Corruption

Book of Shadows page 139

Entropy 1, Spirit 1

Developed by a Chorister who allied with Werewolves against a common threat, this allows the Mage to sense the taint and corruption of the Wyrm in the Umbra or a spirit.

Forces

Audio Tap

Technocracy: Iteration X page 47

Forces 1

Iteration X field agents often need to hear things being whispered or spoke from far away or over electronic communications media. With this procedure, they can pick up transmissions all along the electromagnetic spectrum, including phone calls, the audio from television broadcasts, etc.

Current Metering

Guide to the Technocracy page 209

Forces 1

The Technocrat has access to substantial infrastructure. This access allows them to determine how much energy is being used in an area.

Darksight

Mage: The Ascension First Edition page 195

Mage: The Ascension Second Edition page 198

Order of Reason page 70 (as Dark-Adapted Eye)

Mage: The Ascension Revised page 166

Forces 1

This rote allows the Mage to shift their vision to different parts of the electromagnetic spectrum, giving them the ability to see things they couldn't normally and in situations where there is no visible light.

Ear of Dionysus

Order of Reason page 72

Forces 1

Developed by the Ksirafai (and independently by the Craftmasons), this rote enhances the Mage's hearing to the point where they can discern the faintest auditory cues. Among the more impressive applications are determining someone's weight from the sound of their footfalls, what items they have on them from the sound of their motion, or what the relationship between two people is based on the undertones of their conversation.

Quantify Energy

Mage: The Ascension First Edition page 195

Mage: The Ascension Second Edition page 198

Mage: The Ascension Revised page 166

Forces 1

Allows the Mage to sense how much energy and of what kinds are in the area.

Tune Psychic Radio

Book of Shadows page 140

Forces 2, Mind 1

The Mage who uses this rote can listen in on any radio frequency they desire, without a receiver. This allows them to overhear secret communication quite easily, often helpful in tense situation.

Life

Alarm System

Initiates of the Art page 81

Life 1, Correspondence 1

The Mage can sense if there are any life forms around them.

Gene Scan

Technocracy: Progenitors page 42

Life 1

This Procedure scans (and stores) the genetic code of an individual.

Genetics Scan

Mage: The Ascension First Edition page 198

Mage: The Ascension Second Edition page 201

Life 1

Scans the area for life forms. This can filter by species, to avoid being overwhelmed by ants, gnats and mosquitos.

Genome Mapping

Convention Book: New World Order (Revised) page 85

Data 3, Life 2

With just a DNA sample, a New World Order agent can establish a Data connection to the person whose sample it is. Each success adds a level of separation from the DNA to the subject where it will still work, for example, three successes are needed if the sample comes from the target's great-grandfather.

Life Scan

Technocracy: Progenitors page 40 (as Life Sense)

Mage: The Ascension Revised page 170

Life 1

A Life Scan will determine what living things are in the area.

Life Sense

Technocracy: Progenitors page 43

Life 1

By reading a Pattern and analyzing the biochemistry, a Pharmacopeist can identify the basic facts about a target.

Pattern Store

Technocracy: Progenitors page 41

Life 1

This Procedure allows the Progenitor to memorize and record the Pattern of a life form.

Scan Life Signs

Technocracy: Void Engineers page 43

Life 1

Determines the presence of life forms, identifies them, and detects any magickal or technological effects that enhance or weaken it.

Sequencing

Guide to the Technocracy page 206

Correspondence 3, Life 3

Using a combination of body heat tracking, surveillance satellites and sonic sensors, a Technocrat can keep track of all lifeforms around them. Commonly, the sensors to do this are built into a surveillance vehicle and the information is related to a team via Coordination.

Matter

Assess Affinity

Artisan's Handbook page 47

Matter 1, Prime 1

A Hermetic takes an object into a circle for assessment and performs a dedication ritual. With success, the Mage gains information about the object's affinities, such as elements, astrological signs, what properties it should be assigned in complex rituals, etc.

Fragments of Dream

Mage: The Ascension First Edition page 202

Mage: The Ascension Second Edition page 206

Mage: The Ascension Revised page 173

Matter 1

This rote allows the Mage to see hidden things, including what's in a sealed room, a box, or hidden levers and switches.

Hidden Switch

Order of Reason page 74

Matter 1

This rote helps the Mage find hidden switches, secret doors, or other features.

Holes in the Desert

Fallen Tower: Las Vegas pas 120

Matter 1

With this rote, a Mage can detect if something is "different" underneath a desert's sand. Successes reduce the difficulty of a roll to determine what it is that has been found, which could be anything from a buried body to a hidden source of water, if there is anything to find.

Instant Measurement

Hidden Lore page 18

Correspondence 1, Matter 1, Mind 1

This popular Etherite rote allows the user to find hidden spaces, and, especially, to find any that have someone hiding in them.

Monarch's Friend

The Swashbuckler's Handbook page 92

Matter 1 optional Forces 3, Prime 2

This rote detects poisoned food and drink. With Forces 3/Prime 2, it also makes it glow for all to see.

Mind

Aai-ab, "Washing the Heart"

Book of Crafts page 57

Mind 2, Spirit 1

By holding a feather (representing Ma'at), a Hem-Ka Sobk traces the scars over their heart and then can see a symbolic manifestation of their target based on their spiritual nature and thoughts. This is a combination of aura reading and reading surface thoughts.

Cram Session

Guide to the Technocracy page 216

Time 3, Mind 1

A Technocrat that needs to find something out can conduct a Cram Session. Doing so divides the time needed to find the information by the number of successes.

Deduction

Hidden Lore page 18

Life 1, Mind 1

The Mage picks up subtle signals about a person and integrates them together to determine if they are a threat or not. This gives a difficulty reduction of one per success on the next Mental, Intuition or Enigma roll regarding that person.

Find the Guilty

Dead Magic page 27

Mind 2

A Priest organizes a group to perform a ritual dance to try to root out anyone who bore ill-will towards the recently deceased.

Followme

Initiates of the Art page 81

Correspondence 1, Mind 2

The Mage helps their friends find them despite having Arcane.

I Know Your Cousin

Fallen Tower: Las Vegas pas 120

Mind 2, Correspondence 3, Life 1

This rote allows a Mage to determine basic facts about the nearest relative of the target. At three successes spent on strength of the effect, the Mage gets a familiar name, and each success beyond that gives a minor fact.

Ishin Den Shin

Tradition Book: Akashic Brotherhood (Revised) page 77

Correspondence 2, Mind 2

Allows the Akashic to sense the emotions and mental state of those affected.

Lip Reading

Order of Reason page 91

Mind 3, Entropy 2, optional Time 2

Even as early as the Renaissance, lip-reading was in common use by the Ksirafai and other spy organizations. When trying to determine the target's plans, the spy watches them carefully, hoping to catch a glimpse of them muttering to themselves, speaking idly to something symbolic of an ancestor or absent friend, etc. With Time added in, the user is more likely to happen to find them at a time when they are doing so.

Mind Empowerment

Technocracy: Progenitors page 42 (as Empower Self)

Mage: The Ascension Revised page 176

Mind 1

The Mage can sense the surface emotions of others. Other uses of this effect are to increase Mental Attributes temporarily, to see auras, to process more information than usual, and many other effects.

Mindfulness of Wrong Thought

Hidden Lore page 13

Mind 2, Life 1 or Matter 1

While meditating, this rote protects the Akashic. It gives them the ability to detect a hostile being in the vicinity. With Matter instead of Life, it can detect traps near the meditating Akashic.

No-Mind

Mage: The Ascension First Edition page 206

Mage: The Ascension Second Edition page 209

Mage: The Ascension Revised page 176

Mind 1

The Mage senses the minds in their general vicinity.

Pathos

Mage: The Ascension First Edition page 205

Mage: The Ascension Second Edition page 210

Mind 1

A very slight variant on Read the Soul which allows the Mage to see auras, it gives more information about emotional states and less about states of being.

Positive Thinking

Initiates of the Art page 81

Mind 1

Through meditation, the Mage can gain insight into something that they have been mulling over.

Psychological Breaking Point

Technocracy: New World Order page 48

Mind 2, Entropy 1

This Procedure uses a combination of access to psychological profiles and interaction to allow an Ivory Tower Agent to suss out the psychological weaknesses of the target, whether they be phobias, addictions, fetishes, or worse.

Read the Soul

Mage: The Sorcerer's Crusade page 269

Mind 1 or Spirit 1

This rote gives the Mage the ability to read auras.

Right-Click

Mage: The Ascension 20th Anniversary Edition page 602

Mind 3, Data 3, and often others

Creates a heads-up display for the Technocrat, scanning people's surface thoughts (with Mind) and computers (with Data) to give the Agent basic information about whatever they are looking at. Other spheres can add more information to this display.

True Form

Tradition Book: Cult of Ecstasy (Revised) page 70

Mind 1, Entropy 1, Spirit 1, optional Life 1

This rote gives a Cultist who is using a hallucinogen the ability to perceive what lies underneath appearances. Usually this has something to do with the target's Nature. With Life, information about the health and physical state of the target is also gained.

Prime/Primal Utility

Detect Reality Deviation

Technocracy: New World Order page 48 (as Detect Reality Deviant)

Convention Book: New World Order (Revised) page 87

Prime 1, Dimensional Science 2 or Life 2

This allows the Agent to detect and identify Reality Deviants, with different non-human groups requiring different techniques to discover. For example, Life 2 will allow the detection of Vampires, but, for unknown reasons, Dimensional Science is needed to identify Werewolves.

Dialectic

Order of Reason page 80

Prime 1, optional Mind 1, optional Entropy 1

The Mage converses with the target, and gains insight into whether the target has magickal or supernatural powers. With Mind 1 it allows some insight to be gained into the target's aura, and with Entropy 1 lies can be detected.

Find Reality Flaws

Tradition Book: Sons of Ether (First Edition) page 63

Prime 1, Entropy 1

This rote allows an Etherite to determine if an object of phenomenon is a result of Paradox, rather than being naturally occurring.

Hallmark

Book of Shadows page 145

Mind 2, Prime 1

By examining a magickal working, the Mage can detect the mystical fingerprint of the Mage who performed it. This allows the Mage to identify those fingerprints, though to know which Mage it is from, they need to already know the identity that goes with them.

Inquisitor

Order of Reason page 80

Prime 1, optional Mind 1, optional Entropy 1

Identical to Dialectic, except that the interaction is an interrogation, rather than a discussion.

Lore Rune

Dead Magic 2 page 100

Correspondence 1, Life 1, Matter 1, Mind 1, Prime 1, Spirit 1

This rune grants the ability to identify any supernatural in their vicinity. One success allows them to tell that that someone is not human, more are required to tell them apart, and with large numbers their basic powers can be discerned.

Patterns of the Long Count

Dead Magic page 78

Prime 1, Spirit 1

By reading the Long Count of the Mayan calendar, understanding the patterns in it, the Mage can lower the difficulty of effects involving one Sphere by one. This only applies to Mages who believe in the Long Count.

Spot the Man

Tradition Book: Hollow Ones (Revised) page 63

Correspondence 1, Life 1, Matter 1, Prime 1

When successful, the Hollow One will be able to detect any Technomagickal implants or Primium in the target to be viewed.

Spirit/Dimensional Science

Hersh, "To be Patient"

Book of Crafts page 56

Correspondence *1, Mind 1, Spirit 1*

The Hem-Ka Sobk enters a meditative trance clearing away doubt and hesitation to reach an emotionless, calm place. This sharpens senses and allows them to feel the Sekhem of Sobk flow through them, and they become one with the crocodile. Without this rote, they are denied access to many of their powers.

Mirrorshades

Guide to the Technocracy page 207

Dimensional Science 1

Allows the Technocrat to see Extra Dimensional Entities by looking around an area with specially polarized sunglasses.

See no Evil

Order of Reason page 84

Spirit 1

This rote allows the Mage to see things that have footprints in the Umbra: ghosts, spirits, the Gnosis of a Werewolf, a faerie's Glamour and the like.

Spirit Sight

Mage: The Ascension First Edition page 214

Mage: The Ascension Second Edition page 217

Mage: The Ascension Revised page 187

Spirit 1

Spirit Sight allows the Mage to see what is on the other side of the Gauntlet without being able to affect it directly.

Utchatti, "The Two Divine Eyes"

Book of Crafts page 56

Correspondence 1, Spirit 1

By touching scar patterns around their eyes with wet fingers, the Hem-Ka Sobk can sense objects near them that have been touched by Sekhem.

Time

Cram

Order of Reason page 91

Time 3, Mind 1

With access to a proper library, the Mage can become an expert in any topic contained within the library in a hurry. For each success, the Mage gains a temporary dot for a Knowledge trait relevant to the question being studied (to a maximum of five). This dot disappears at the end of a day.

Download Specialization

Technocracy: New World Order page 48

Time 3

The Agent can become temporarily an instant expert in some subject area. Each success spent on potency gives one level of Hypercram for the duration.

Evaluate Fourth Dimensional Fabric

Technocracy: Void Engineers page 46

Time 1

This allows a Void Engineer to determine if time has been tampered with.

Internal Clock

Mage: The Ascension First Edition page 218

Technocracy: Iteration X page 48 (as Rigid Schedule)

Mage: The Ascension Second Edition page 223

Time 1

This effect gives the Mage a perfect internal clock. The only way for them to lose track of the time is to have it or their perceptions of it be altered magickally.

Perfect Time

Mage: The Ascension Revised page 191

Time 1

The Mage can perfectly determine when they are.

Perfect Timing

Order of Reason page 85

Time 1

This rote allows the Mage to not only know exactly what time of day it is, but also to coordinate activities precisely with others and to intuitively show up at just the right moment during a crisis.

Sense the Fleeting Moment

Tradition Book: Verbena (First Edition) page 63

Time 1

The Verbena who uses this rote will know exactly the correct moment to act for maximum effectiveness. This decreases the difficulty of a specified mundane task by 1 per success, once.

Time Sense

Mage: The Ascension First Edition page 217

Mage: The Ascension Second Edition page 223

Mage: The Ascension Revised page 192

Time 1

A Mage with even basic knowledge of the Time sphere can determine if Time has been manipulated in an area.

Complex

The Gutter View

Orphan's Survival Guide page 123

Any sphere at 1

At the bottom, people live by their wits and their senses. Every sphere grants useful perception effects that help with survival, such as:

Correspondence	sensing the general area
Entropy	spot weak points
Forces	see in the dark, improved hearing
Life	sense living things
Matter	spot weak points, hidden structures
Mind	read emotions, read auras
Spirit	read auras, see ghosts and spirits
Time	perfect internal clock

Kohl Sight

Lost Paths: Ahl-i-Batin and Taftani page 87

Correspondence 1 or Entropy 1 or Spirit 1

By using kohl (a thick, black powder) around their eyes, the Taftani can see things they normally couldn't. This allows them to see into the distance without interference from storms, glare or any other optical effects. The Entropy version instead allows them to see their target's destiny, though in vague terms. With Spirit, they can see into the Invisible World.

Mark of the Beast

Mage: The Ascension First Edition page 226

Prime 3, Correspondence 3, Life 1

This rote marks the blood in a human with Quintessence so that it can be tracked. This lets a Mage find the person, and any Vampire who drinks their blood.

No-Doz

Initiates of the Art page 81

Any Sphere 1

By expanding their senses, the Mage briefly overloads themselves and wakes up.

Smart Drink

Book of Crafts page 41

Mind 2, Life 2, Prime 1, Spirit 1, Time 1

Also called the Elixir of Enlightenment by the Children of Knowledge, Smart Drink allows a Sleeper to see the world how it really is, according to them. A Cultists have a similar effect that works through drugs, rather than a drink. The subject gets an energizing boost from Life, the ability to see magick and spirits through Prime and Spirit, Mind opens them up to these new perceptions, and Time lets them perceive the imperfections in the flow of time.

Necromancy

Originally, the word Necromancy referred specifically to summoning the ghosts of the dead to ask them questions about the future, a form a divination. Now, it refers to any magic that has to do with death and the undead.

This chapter is divided into the rotes that involve a ghost's **Fetters**, those that directly deal with **Ghosts and the Shadowlands**, those involving **Rebirth** whether as natural human beings or other things and finally those involving using the dead as **Servants**.

Fetters

Every Wraith is bound to the world by some collection of objects and people important to them in life. These rotes can create new objects that bind the Wraith to the world of the living or can manipulate the Wraith via such a connection.

Blood from a Stone

Tradition Book: Hollow Ones (Revised) page 65

Life 3, Mind 4, Spirit 4

The Hollow One needs to first create a Fetter Ball connected to a Wraith that they know, and then pierces it with a needle. This causes the Wraith's Angst to turn to blood and drip out of the ball, leaving the Wraith much calmer after, despite it often objecting in advance to the ritual.

Coffin for a Fisher

Dead Magic page 26

Spirit 3, Matter 2

By building a coffin in the shape of something related to the subject's job, the Mage can send the accoutrements of the job to the afterlife with them as relics.

Danse Macabre

World of Darkness: Outcasts page 91

Spirit 4, Correspondence 3, Matter 3, optional Prime 3

The Hollow One can summon a Wraith by using an item that belonged to them in life, creating a temporary one-point fetter for the Wraith. With Prime 3 and expending Quintessence, the fetter becomes permanent.

Fetter Ball

Tradition Book: Hollow Ones (Revised) page 65

Prime 2, Spirit 4

This creates a one-point fetter for a Wraith, in the possession of the Hollow One. The Wraith must participate willingly and sign a pact with the Mage. The contract is the crumpled into a ball and encased in wax. The Wraith cannot affect the wax ball, and it becomes a very effective focus for necromantic magic targeting the Wraith.

Voice Across the Void

Tradition Book: Hollow Ones (Revised) page 66

Correspondence 2, Mind 3, Spirit 3

A Hollow One who has a Fetter Ball for a Wraith can use this rote to communicate with them no matter where they are. Even one success creates two-way communication regardless of distance.

Voice of the Jade Ancestors

Book of Crafts page 134

Mind 2, Spirit 2

Given an item of value to the deceased (a Fetter, in Wraith: The Oblivion terms), a member of the Wu Lung can summon them (if they are available) for advice.

Ghosts and the Shadowlands

These rotes deal directly with ghosts and the Shadowlands that they inhabit. They allow the Mage to perceive the land of the dead as the Wraiths do, and even to inflict the greatest punishment possible on a Wraith: Soul-Forging.

Ghost-Burning

Artisan's Handbook page 52

Spirit 2, Forces 2

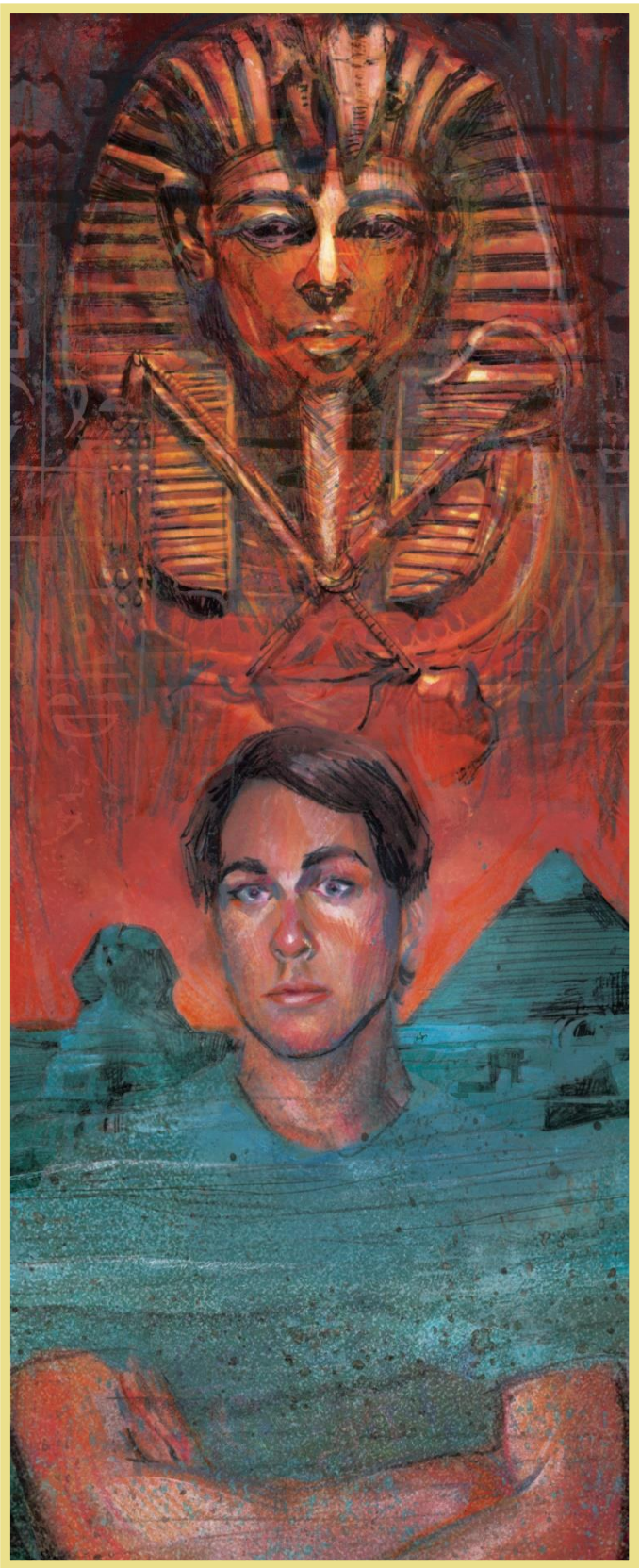
This rote allows the Mage to direct a light-based attack across the gauntlet, at a spirit or a ghost.

Shadow Sight

Tradition Book: Hollow Ones (Revised) page 66

Correspondence 1, Entropy 1, Mind 1, Spirit 1

This allows Hollow One necromancers to not only see ghosts, but to see the Shadowlands how the Wraiths see



it: morbid black-and-white, the weak points of everything completely obvious, the auras of living things giving away that they are, in fact, alive. By focusing on an individual Wraith, the Hollow One can even see its Shadow.

Shelter from the Storm

Tradition Book: Hollow Ones (Revised) page 66

Entropy 1, Prime 4, Spirit 4

This rote allows the Mage to turn a room or building into a Haunt (one level per success) and must last for at least a scene. This provides many benefits, but most notably it protects from the Maelstrom.

Soothe the Dead

Dead Magic page 30

Spirit 3

Using a voice disguising tube or other technique to make his voice audible to both living and dead, the Mage soothes the ghosts, pushing the Wraiths into Slumber so that they do not cause problems for the living.

Soul-Forging

Infernalism: The Path of Screams page 87

Spirit 4 or 5, Matter 3, Prime 3, plus a Forces 3, Spirit 3 and Prime 2 effect to assist

For more detail, see pages 87-89 of **Infernalism: The Path of Screams**

With this effect, the Infernalist can force a Device or a Talisman tainted with corrupt ephemera. Legend has it that this technique was learned from the soulsmiths of Stygia (for more detail, see Wraith: The Oblivion), and is exceedingly unpleasant for any spirit used in such a way, even those that are used to pain.

The forging merges matter and spirit into a new material, destroying the spirit's original form but not quite destroying its consciousness, so that it experiences its time as part of the object forged. This technique, despite its name, can be used to make materials that are not metals, such as thread for tapestries.

The resulting finished object will be both a Device/Wonder/Talisman and a Fetish, with a regular spirit used with Spirit 4, but the soul of a living being can be stolen and used with Spirit 5.

Rebirth

Reincarnation of the avatar is a fundamental principle in the World of Darkness. However, other sorts of rebirth are also possible. These rotes allow a Mage to bring the dead back in some sense. Among these is one of the most infamous rotes in the entire line: Lichedom, which turns the Mage into an undead monstrosity.

Atitsiak

Dead Magic page 130

Life 4, Spirit 3

Traditionally, Inuit children are named for the most recently deceased member of the community and were thought to gain some characteristics inherited from that individual. This rite allows the Mage to briefly adopt the name of a dead person and take on some of their characteristics.

Kispu

Dead Magic page 57

Entropy 3, Correspondence 3

Inspired by a Babylonian ritual to ease the transition of a soul to the afterlife, modern Euthanatos sacrifice an animal, recite the names of gods of the dead, and, in doing so, can prevent a person from becoming a Wraith.

Lichedom

Dead Magic page 109

Entropy 4, Life 4, Matter 4, Spirit 4, Prime 3, Mind 1

Lichedom is, in some sense, the easy route to immortality. It is the only route that doesn't require a Master, for instance. However, it is forbidden in the strongest terms, and virtually all Mages will unite to destroy a Liche if one is found.

The Mage surrounds themselves with the trappings of their life and their magic, and ritually severs the connection between their avatar and their body. To finish the ritual, the Mage kills himself while invoking the final piece of magic, binding their avatar back to their own body right as they reach the point between life and death, freezing themselves there. As such, the Liche becomes a sort of undead, hovering on the edge of death but not crossing over.

This is, overall, an extremely complex rite with many requirements, almost every single one of which is criminal in the eyes of most Mages. For every detail, see Dead Magic pages 109 - 112.

Song of Orpheus

Book of Shadows page 147

Life 4 or 5, Matter 2, Prime 2, Time 2, Spirit 5

This rote restores the dead to life. But it isn't that simple. The Pattern spheres and Prime are needed to restore the body, and Time is needed to make sure it is correct, viewing the precise Pattern in the past. Spirit is needed to call the soul/avatar back. Of course, this assumes that it is free to return. In most cases, both the soul and the avatar must be found first, and often the soul has moved on and the avatar has been reborn.

This rote should never be used as an easy 'get out of death free' card, but instead should always require multiple sessions, often multiple stories, of work to prepare.

Walk to Too'ga

Dead Magic page 30

Spirit 3

By cutting off their small finger, taking two lethal damage, the Mage can protect themselves in their death. When they die, this prevents them from becoming a ghost, and ensures that they move on to whatever afterlife there may be.

Servants

Some Mage create bonds between themselves as the dead, other command their bodies or spirits to do their bidding directly. Though most Mages would never do this, many necromancers end up with undead servants of one sort of another, and it varies from Mage to Mage whether they are viewed as objects or family.

Eternal Discipline of the Family

Dragons of the East page 67

Spirit 4, Prime 4, Mind 2, Entropy 2

Joins a Wu-Keng to a Wraith as parent or spouse. The Mage enacts the ritual as though adopting, being adopted by, or marrying a living human, but with their altar burning candles, red-ink charms, and gold and silver paper to symbolize the Wraith. This turns the Mage into a Fetter for a Wraith, though the Wraith must be willing, essentially serving their proper part in the ceremony.

Ghost Rune

Dead Magic 2 page 99

Entropy 1, Spirit 2, optional Correspondence 2, optional Time 2

The Mage may use this rune to summon the spirit of a volva, a woman gifted with prophecy, and ask her questions about the Wyrd. If the ghost is skilled with the arcanos of Fatalism, then Entropy and Spirit suffice, otherwise the ghost merely channels the Mage's own Correspondence and Time to read the Wyrd.

Hear and Obey

Book of Crafts page 26

Life 4, Spirit 5 or Mind 4

This is one of most infamous techniques available to the Bata'a: the creation of the zombi. With Spirit, it traps the soul while killing and reviving the body, creating an animate servant with no passion or emotion, even if they are somehow restored to life and have the damage to their soul repaired. The Mind version traps the victim's mind in their own corpse as it decays and moves it around like a puppet while they are forced to watch. This version is usually used as a punishment for treachery.

The Key of Vanth

Dead Magic 2 page 144

Forces 2, Matter 2, Prime 2

By mimicking the key owned by an Etruscan demon with power over the dead, the Mage can animate corpses to do their bidding.

Reanimation

Tradition Book: Euthanatos (Revised) page 66

Spirit 2 or Forces 2, Matter 2, Prime 2

Either by summoning a spirit or directly manipulating it with Forces, the Mage can cause a corpse to become mobile, creating an animate skeleton or body, depending on the state of the remains.

Summon Volva

Dead Magic 2 page 103

Entropy 1, Spirit 2, optional Correspondence 2, optional Time 2

This rote is identical to the Ghost Rune.

Obfuscation

Mages often have a need to hide things. Obfuscation magick is the sort that allows a Mage to hide in a crowd, to cause something to disappear or to become invisible. Some Mages take it farther and mimic the background Arcane with these magicks, potentially to terrible consequences.

This chapter is divided into rotes for **Blending In**, for **Disappearing** the Mage or information, for going **Unnoticed** or even for going **Unseen**.

Blending In

Often a Mage doesn't need to disappear entirely. What they need to interact with people without them knowing who they are. Sometimes it's because the Mage needs to stay covert to succeed at their goals, other times it's simply for safety. In any case, these rotes allow the Mage to hide their identity or their selves.

Field of Yin

Book of Crafts page 120

Entropy 5, Life 1;

Life 3

A male Wu-Keng can disguise himself as a woman perfectly, either by destroying the idea that they are male so that others cannot perceive them as male or else by transforming themselves.

Goanna's Hiding

Dead Magic 2 page 64

Matter 2

The Mage's clothing takes on an appearance like the surrounding area, making it easier for the Mage to hide. This rote decreases the difficulty of Dexterity + Stealth rolls.

Mindscreen

Hidden Lore page 48

Mind 1

A Nephandic trick, this rote allows them to disguise their thoughts. They cannot pass as a Sleeper but can hide their malevolent intent.

Passing

Orphan's Survival Guide page 128

Life 3

Sometimes, certain people are not safe. Whether you're the wrong race, sex or otherwise, this rote allows the Mage to change their features to match whatever it is they need to be to be safe.

Disappearing

Information often needs to disappear. This is a common attitude in the Technocracy, but the Traditions also feel this way about specific things. These rotes allow the Mage to hide information from various sorts. This information can be in computers or in the Mage's own head, or even a physical area.

Downvote

Convention Book: Syndicate (Revised) page 73

Correspondence 3, Entropy 3

This Procedure seeks out specific information and uses the appropriate techniques to decrease its ranking in search engines. Most Syndicate agents prefer this over censorship, which tends to draw civil liberties lawyers and conspiracy theorists and ends up with more attention to the information being hidden. Each success on this Effect gives the information a dot of Arcane, obscuring the data everywhere it exists.

Encrypt Thoughts

Tradition Book: Virtual Adepts (First Edition) page 61

Mind 1, Life 1, Prime 2

By running their thoughts through an encryption algorithm, the Virtual Adept makes them harder to read. Each success subtracts from any outside party's attempts to read the Adept's mind, beyond countermagick.

Move Along

Technocracy: New World Order page 45

Mind 2

By stationing Agents at the perimeter of an are they want quarantined, the New World Order can make people prefer to just "move along" rather than risk any trouble.

Secure the Scene

Mage: The Ascension 20th Anniversary Edition page 604

Mind 2 or 3, Forces 1, Matter 1, optional Forces 3

Technocrats need to score at least three successes to Secure a Scene, and more successes are needed the larger the area to secure is.

Mind discourages anyone from entering the area (avoidance with 2, driving them away with 3), while Forces and Matter are used to catalog the evidence that needs to be cleaned up. Forces 3 can be added to create a blackout effect rendering the area dark, to avoid anyone seeing the cleanup process.

Shield

Mage: The Ascension Second Edition page 210

Mind 1

Creates a mental shield which defends against Mind magick.

Soul Cloak

Infernalism: The Path of Screams page 87

Spirit 3, Entropy 2, Mind 2, Prime 2

An essential tool for any Mage who needs to mask their aura, it is rarely found outside of Infernalists and the Fallen. This effect confuses the aura perceptions of others, hiding the hues that reveal the evil of the Mage behind kindly shimmering hues.

Unnoticed

It is relatively easy for a Mage to ensure that they are seen, but not really noticed by the people around them. Many of these effects mimic the Arcane background, though Ghayba, the Occultation of the Ahl-i-Batin can raise Arcane itself.

At Ease

Guide to the Traditions page 280

Mind 2

With this rote, the Tradition Mage seems like a harmless eccentric, causing others to fear them less and mitigating any unsettling effects of their Resonance.

Dontcme

Initiates of the Art page 81

Correspondence 1, Entropy 2

The Mage can bend space and probability around them, granting them temporary levels of Arcane.

Ghayba (Occultation or "Unbeingness")

Lost Paths: Ahl-i-Batin and Taftani page 43

Correspondence 4, Mind 2, Prime 4 or 5, Spirit 3

This not only allows the Batini to gain temporary Occult, but to make it permanent and increase Occult beyond 5 (see Lost Paths: Ahl-i-Batin and Taftani page 39 for details). Each dot of Arcane costs two successes, and each success spent lasts for one lunar year (approximately 336 days). Furthermore, if the Mage accidentally reaches Arcane 11, they disappear, the Tellurian itself forgetting that they exist.

Non-Descript

Guide to the Technocracy page 214

Mind 2

Makes the Agent not stand out and generally seem unimportant to observers. This acts as the Cloaking background for the duration.

Pass for Normal

Hidden Lore page 18

Mind 2, Prime 2

This effect adds a dot each to Wits, Expression and Etiquette, as well as suppressing the worst responses to the general weirdness that many Mages carry with them.

Selective Edit

Guide to the Technocracy page 206

Correspondence 2, Entropy 2

This Procedure gives an operative a temporary Cloaking background, hiding them effectively from electronic surveillance, causing them to not appear in video feeds, etc.

Sjonhverfing ("Deceiving of the Sight")

Dead Magic 2 page 103

Mind 2 or 4;

Entropy 5;

Forces 2

With this magic, the Mage can cloud the minds of men. The most basic version allows the Mage to strike fear into all those in their presence. A more advanced version allows them to instill illusions into those minds, making them see what the Mage wishes them to. With Entropy, they can destroy the target's sense of up and down, or even summon a mist.

This is dispelled if the Mage is blindfolded.

Well, It Is Vegas

Fallen Tower: Las Vegas pas 121

Mind 3

In a place like Las Vegas, where strange sights have become commonplace, this rote allows the mage to take on temporary Arcane.

Unseen

These rotes make the Mage more difficult or impossible to perceive in some way. Most of them have to do with invisibility or hiding in shadows, but not exclusively so.

Antinoise

Technocracy: Iteration X page 48

Forces 2

Creates a sonic dampening field around the agent, inverting and silencing all audio signals the enter the affected area.

Being Invisible

Tradition Book: Hollow Ones (Revised) page 61

Forces 3, Mind 3

So long as the Hollow One stays still, this rote hides them in the shadows and causes people to look the other way, rendering them effectively invisible.

Cloak of Shadows

Order of Reason page 69

Entropy 2

An old Ksirafai trick, the Cloak of Shadows warps chance and detects weaknesses to help with stealth. By taking some time to scout the area where the Mage wants to be sneaky, this rote helps to detect the best places to hide and to avoid passing unnoticed. As such, this rote provides a difficulty decrease on a stealth roll.

Dark Streets

Tradition Book: Hollow Ones (Revised) page 62

Entropy 2, Forces 2

The Mage causes streetlight to flicker and dim, shadows to grow longer, etc., so that the Mage has the cover of darkness to hide them or keep their features ambiguous.

Dreamer's Shroud from Day

Mage: The Ascension First Edition page 186

Correspondence 4

This rote allows the Mage to warp space around them so that they are hidden from sight, making them effectively invisible.

Energy Shield

Mage: The Ascension Revised page 166

Forces 2

Allows the Mage to block out a specific type of energy, allowing the Mage to render something invisible, inaudible, immune to electricity, etc.

Huli Shjalmr ("Helmet of Hiding")

Dead Magic 2 page 103

Prime 2 or 3, Forces 2 or Mind 4 or Entropy 5

The Huli Shjalmr grants the power of invisibility, by either warping light around them, hiding themselves from the Minds of those around them, or destroying the very concept of them in those minds.

Return to Darkness

Hidden Lore page 16

Entropy 2, Forces 2 or 3

By causing whatever is necessary to fail, this rote extinguishes all nearby light sources, plunging the area into darkness. Forces 3 is necessary for a larger area or brighter light sources.

Shadow Project

Orphan's Survival Guide page 126

Forces 2

This effect pushes away light, drawing shadows around the Mage and hiding them from sight.

Shinobijutsu

Tradition Book: Akashic Brotherhood (Revised) page 69

Correspondence 3 or Entropy 5 or Forces 3 or Mind 3

The variants on this rote are different ways for an Akashic to become unseen. With Correspondence, the Akashic folds space so that light passes around them, with Forces they can create a more traditional illusion of invisibility, with Mind they can alter the perceptions of others directly to not see them, and with Entropy they can destroy the very idea of the Mage's presence.

The Silent Circle

The Swashbuckler's Handbook page 93

Forces 2

Creates an area where sound and light are dampened, though not entirely removed.

Smoke Screen

World of Darkness: Outcasts page 91

Mind 3, Matter 2

Using a cigarette, the Hollow One releases a powerful hallucinogen into the air. Targets can resist the effects with a Willpower roll. Successes determine how long the cloud lasts (in hours) and how wild the hallucinations are.

Smoke-bomb Trick

Tradition Book: Akashic Brotherhood (First Edition) page 63

Matter 2, Prime 2

Fills the area with a thick black smoke that blocks vision and irritates eyes. The smoke remains effective for one round per success.

Sulfurous Darkness

Artisan's Handbook page 51

Forces 2, Matter 1, optional Life 2 and Entropy 2

With a flame and some chemicals, the Mage can create a flash and fill a space (size depending on successes) with black, unpleasant smoke. If Life and Entropy are added, everyone within the area must roll Stamina at difficulty 8 or else spend two rounds choking and gagging.

Summon Fog

Tradition Book: Hollow Ones (Revised) page 63

Matter 3

Conjures up a fog, which can provide cover, make Perception rolls more difficult, or other effects determined by the Storyteller.

Veil of Invisibility

Mage: The Ascension First Edition page 223

Forces 2, Life 3

The Mage alters their body to the point where it no longer interacts with light. Though one success might just render them blurry, three or more grant complete invisibility.

Space-Time Management

For some Mages, Space and Time themselves can be treated merely as suggestions. These powers let them do some of the most fantastical of feats from fiction and mythology, if they can survive the paradox. This, of course, is why Mages rarely Time Travel.

This chapter is divided into rotes that gives **Knowledge** of space and time, those that allow the Mage to see or interact with **Many Places** simultaneously, the powerful rotes that manage **Time Manipulation** and finally those that **Warp Space** itself.

Knowledge

Space and Time are the playground that Reality sits inside. But they're also aspects of it. A Mage who uses these rotes can gain great knowledge about space and time, including when the right moment to do something is, how much time has passed, where they've been or even how two things are connected to one another.

Ariadne's Thread

Book of Shadows page 144

Mind 1, Correspondence 1

The Mage who uses this rote is always capable of backtracking. This gives them a perfect recollection of the actual locations in space that they have passed through. Regardless if every landmark along the way changes, they will be able to find their way back.

Chain

Mage: The Ascension Second Edition page 189

Mage: The Ascension Revised page 159

Correspondence 3

Chain allows a Mage to strengthen or weaken the connections between objects.

Perfect Fuse

Artisan's Handbook page 51

Forces 2, Time 1

Allows the Mage to set a fuse for the appropriate amount of time for their purposes, whatever they may be.

Smoker's Timing

Guide to the Traditions page 280

Time 2

It's a well-known urban legend that if a smoker is waiting for something, it will happen the moment they start a cigarette. Taking advantage of that, a Tradition Mage can predict when something will happen by timing it with their cigarette. A single success causes them to have taken a single drag on the cigarette before things happen, while four or more successes might cause it to happen just when they finish a cigarette.

Synchronize Watches

Technocracy: New World Order page 48

Time 1

This procedure coordinates the timing of an operation, allowing each member of an amalgam to agree on what time it is, precisely.

Many Places

Busy Mages often find that they need to be in multiple places at once. These rotes allow them to do that. Even more, the most powerful of them allow the Mage to make many places into a single place.

Co-Location

Mage: The Ascension First Edition page 188

Mage: The Ascension Second Edition page 191

Mage: The Ascension Revised page 160

Correspondence 5

A Master of Correspondence can cause two distinct locations to overlap and interact directly. No damage is caused by superimposition, but once separated two objects cannot be superimposed again.

Conference Call

Technocracy: Syndicate page 49

Correspondence 4, Forces 4, Prime 2

Using a specially arrange conference room that includes hard-light projectors, high-speed internet connections and proper computers, a Syndicate agent can be in multiple meetings at once.

Polyappearance

Mage: The Ascension First Edition page 187

Mage: The Ascension Second Edition page 191

Mage: The Ascension Revised page 160

Correspondence 4

The Mage is in multiple places simultaneously. Observers see the Mage's interactions with all locations, however, they are not able to act independently. To process the information from multiple locations, Mind is extremely helpful, and with Life and Prime in addition to Mind, the Mage can create additional bodies and split their attention.

Simon's Petition

Order of Reason page 107

Correspondence 4, Mind 1

The legendary Simon of Ghita was able to address many visitors to his tower simultaneously from different windows. This effect allows a Mage to be in multiple places at once and hold independent conversations.

Time Manipulation

The manipulation of time allows Mages to do things more quickly, or else to draw things out for themselves or others. In extreme circumstances, a Mage can even travel through Time, though this rarely ends well.

Accelerate Time

Mage: The Ascension First Edition page 218

Mage: The Ascension Second Edition page 223

Time 3

The Mage can dilate time, speeding it up in a given area, as though fast-forwarding.

An Hour in Hellfire

Infernalism: The Path of Screams page 86

Mind 3, Time 3

Originating among the Fallen, this rote allows the Mage to prolong any sensation whatsoever. Whether painful or pleasurable in origin, it is drawn out for an endless moment and amplified to the point of being overwhelming. Contrary to the title, this is not just an hour, but rather lasts for the usual duration, and is most commonly used as a form of torture. To concentrate while the victim of this effect, a Willpower roll is

necessary with difficulty determined by how intense the base sensation is. This effect can only be broken, however, by a sensation more powerful than the original stimulus.

Distort Time

Mage: The Ascension Revised page 193

Time 3

A Disciple of Time can generate fast and slow time bubbles. Every two successes allow the Mage to accelerate or decelerate by one factor, so that two successes doubles, four triples, etc. This includes actions in combat.

Establish and Exchange Temporal Event Fields

Technocracy: Void Engineers page 47

Time 5

This allows the Void Engineer to create a "Temporal Event Field" around a distant point in time. By using Establish Local Temporal Event Field around the Chrononaut, the two fields can have their contents exchange, essentially time travel.

Establish Local Temporal Event Field

Technocracy: Void Engineers page 46

Time 4

This procedure pauses time around an individual or an object.

The Frenzy of the Spinning Wheels

Artisan's Handbook page 52

Time 3

Allows the user to operate machinery that requires many simultaneous actions by themselves.

The Moment that Stretches

Hidden Lore page 14

Mind 1 or 4, Time 3

The Mage can alter their sense of time, allowing them to subjectively experience a much longer period's time than occurs. Note, this doesn't give extra actions and no other magick may be done during this, but mental processes move much more quickly. Mind 4 is needed to include others.

Nick of Time

Tradition Book: Virtual Adepts (Revised) page 64

Correspondence 3, Entropy 2, Time 2

This rote gives the Reality Hacker excellent timing, just right for whatever it is they need to do in a situation. Often, this helps find jobs, being online at the right time, or at the next table to someone who needs to hire a person like them.

Quantum Temporal Travel

Tradition Book: Sons of Ether (Revised) page 63

Time 3 or 5, Correspondence 3 or 4, Entropy 4

Rather than attempting "true" time travel, some Etherites have developed a technique for traveling to the pasts and futures of alternate timelines. This cannot change the present, but it can still be useful: visiting a Utopian future for inspiration, for instance. Some Ethernauts even explore these universes out of pure curiosity, venturing into strange alternate realities.

Correspondence 3 transports one person, 4 can transport a group, Time 4 allows very short hops (one round/success) while Time 5 is needed for extended journeys (as in the standard Time Sphere Timelines chart on page 505 of **Mage: The Ascension 20th Anniversary Edition**), and Time combined with Entropy allows the Mage to travel to an alternate timeline rather than the "true" one. More successes are required to travel to timelines more distinct from the "true" one, with one success providing timelines with small changes and five needed to reach distant timelines (such as where the Order of Hermes dominates the world's paradigm).

Objects returns from alternate timelines that either produce magickal effects in the "true" timeline or have duplicates fade over time. Some Etherites theorize that rather than travelling through time, this rote brings the Mage to the Mirror Zone of the Umbra.

Serenity of the Stone

Horizon: Stronghold of Hope page 115

Masters of the Art page 76

Prime 5, Time 5, Entropy 4, Life 3, Mind 3

Rather than actively making a Mage younger, some opt to slow the process of aging to the point where it is barely happening at all. Maintaining it requires that the Mage expend a point of Quintessence every week, or else take a Lethal damage per day and begin aging

rapidly to at least (often more) than their actual age. This effect usually causes a Mage to age by a single year for every fifty that they experience.

Shed the Years

Horizon: Stronghold of Hope page 114

Masters of the Art page 76

Prime 5, Entropy 4, Life 3, Mind 2, Time 2

Potions of Youth, Phoenix Engines, and other techniques for decreasing age all fall under this rote. With it, the Mage can return their body to the state it was is nine years prior. It requires at least five successes and is vulgar everywhere on Earth and only safely used in an appropriate Horizon Realm.

Sidestep Time

Mage: The Ascension First Edition page 219

Mage: The Ascension Second Edition page 223

Mage: The Ascension Revised page 193

Time 5

The Master of Time can step outside of the flow of time, effectively halting the entire world, from their perspective.

Slow Time

Mage: The Ascension First Edition page 219

Mage: The Ascension Second Edition page 223

Time 3

The opposite of Accelerate Time, Slow Time decreases the flow of time in a small area.

St. Vitus's Kiss

Mage: The Sorcerer's Crusade page 272

The Swashbuckler's Handbook page 95 (as Beat of the Blade)

Time 3

This effect speeds up the Mage's reflexes, giving extra actions for successes after the first.

Symphony of the Soul

Order of Reason page 87

Time 3

This rote grants the Mage extra actions in combat and is particularly appropriate for melee combat and fencing.

Time Travel

Mage: The Ascension First Edition page 219

Mage: The Ascension Second Edition page 223

Mage: The Ascension Revised page 194

Time 5

The Master of Time who performs this effect just disappears from where they are and appears in a different time. An anchor point can be used to allow the Mage to return to when they came from, and if not, the trip is one-way. This rote is extremely dangerous, especially travel to the past, and can cause massive amounts of Paradox (see pages 107-108 of **How Do You Do That?** for details).

Time Warp

Mage: The Ascension Revised page 193

Time 3

If need be, a Disciple of Time can rewind time locally, spending successes on area, granting immunity from the effect to others, and how far back to rewind (up to one round per success). Repeated use of this effect becomes harder, as rewinding past an already performed rewind needs to spend successes to overcome the successes on the original rote.

Tune In, Turn On, Drop Out

Mage: The Ascension First Edition page 228

Time 4, Life 3

This rote freezes time for the Mage's Pattern, causing them to fake death. For each hour in this state, the Mage takes one level of Lethal damage. The Mage has frozen time for their brain as well, so they have no awareness of the time passing or what is going on around them.

Zen and the Art of Panhandling

Mage: The Ascension First Edition page 229

Time 5, Prime 3

The Mage can "borrow" Quintessence from their future self, but they cannot be sure how far into the future. They may gain one Quintessence for each success, and at some point, in the future, the Storyteller

informs them that they have lost an equivalent amount of Quintessence.

Warping Space

Since the early 20th century, Sleepers have known what Mages have for millennia: that space is a lot less definite than it seems. These rotes allow the Mage to bend space into unusual configurations and create pocket dimensions and other things.

Blindside

Hidden Lore page 50

Correspondence 4, Matter 2

Though this only causes minor damage, the Nephandus can use it to get under their victim's skin by attacking them using a route that seems impossible. Some popular choices are to reach through a drain, send gas through a telephone handset, or fill a confined area with water.

Bubble of Reality

Mage: The Ascension Second Edition page 190

Mage: The Ascension Revised page 160

Correspondence 4

A Mage with the appropriate knowledge can create a pocket dimension, trapping an object or being outside of space.

Daedalean Labyrinth

Order of Reason page 107

Correspondence 5

Creates a region of confusing space, where it is easy to become lost. This is usually used to protect a secret portion of a library, a mansion at the center of a hedge maze, or the like. Anyone trapped in the Labyrinth gets lost if they don't get more successes on a Willpower roll than the labyrinth designer got in creating it. Once lost, Correspondence is necessary to find your location and work your way out of the labyrinth.

Maze of the Minotaur

Dead Magic page 107

Mind 3, optional Correspondence 4

A craftsman can build a maze so complex that it causes anyone inside it to lose their sense of direction. With just Mind, the target loses track of their path, doubts their techniques to keep track of it, and needs to acquire more successes on Wits + Enigmas rolls than the number of successes on this effect. With Correspondence included, the area itself becomes more confusing and mutable.

Singularity

Convention Book: Void Engineers (Revised) page 86

Correspondence 4, Time 3

Using exotic matter, a Void Engineer can produce an actual singularity. This singularity will slow down time nearby and cause other relativistic effects. They can also be used as gateways to another location. Successes are first spent on targets/area, then distance and duration, and then time slows by a factor of 1 + successes. Optionally, time travel to up to one round per success before the Singularity is formed is possible, though of course at the levels of paradox caused by time travel.

Spatial Mutations

Mage: The Ascension First Edition page 188

Mage: The Ascension Second Edition page 191

Mage: The Ascension Revised page 160

Correspondence 5

Though creating space directly is more complex than can be achieved with a single Sphere, a Master of Correspondence can bend space to their whim. They can cause things to shrink, grow, distort in other way, can cause geometries that are impossible in the normal world, their imagination is the only limit.

Summoning, Binding and Warding

Although Movement and Communication covers how to get to and travel within the Umbra, this chapter consists of rotes for dealing with the beings that call it home. However, spirits are not the only beings that can be summoned, bound or warded against, and so these topics are construed more broadly.

This chapter begins with rotes that handle **Basic Interactions** with spirits, then continues on to **Binding** rituals, rotes that aid in **Perception** of these beings, **Summoning** rituals and finally **Warding**.

Basic Interactions

The rotes in this section focus on the basic interactions between Mages and spirits and their world. They focus on transferring Quintessence so that the Mage can bargain and on combat with spirits when bargaining fails.

Chiminage Rune

Dead Magic 2 page 101

Prime 3 or 4, Spirit 2

This rune creates a channel between the Mage and the spirit allowing them to send Quintessence to the spirit in exchange for a service. With Prime 4, Quintessence can be drawn from the earth, rather than from the Mage's personal reserves.

Dimension Bomb

Guide to the Technocracy page 207

Mage: The Ascension 20th Anniversary Edition page 605

Dimensional Science 3, optional Forces 3, Prime 2

Often used to attack Extra Dimensional Entities, the Technocrat can push a small object through the Gauntlet.

Hellfire

Order of Reason page 85

Spirit 2

Like the Prime effect Wrath of God, except that it works against ghosts and spirits.

Sharing the Outsider's Gaze

Infinite Tapestry page 183

Mind 4, Prime 1, Spirit 3

This allows the Mage to share in a Spirit's senses. Spirits often have senses completely alien to humans (tasting quintessence, experiencing emotions as tangible, etc.). Each success gives access to a sense that is analogous to a human sense but attuned to something else (such as seeing destiny), two successes allows access to a truly alien sense (i.e., four-dimensional perception) though this requires a Willpower roll with difficulty at least 7. Success means that the Mage can effectively use the sense, failure or, worse, botching, risks pushing the Mage into Quiet.

Spirit Eating

Tradition Book: Dreamspeakers (Revised) page 69

Mind 3, Prime 3, Spirit 2

The Dreamspeaker empowers a weapon to attack a spirit, as in Spirit Slaying. Unlike Spirit Slaying, the Mage doesn't only attack the spirit, but siphons off its Prime energy and its knowledge, consuming them. The spirit destroyed this way is gone forever.

Each level of damage done with this rote gives the user a point of Quintessence and reduces the spirit's Power by 5 points. If the spirit's Power reaches 0, it is destroyed forever. Successes on this effect also go into absorbing the memories of the spirit. One success gives a few memories, two gives access to the most recent memories, three give most memories and four or more give access to virtually all memories.

Spirit Slaying

Tradition Book: Dreamspeakers (Revised) page 69

Spirit 2, Prime 2

A Dreamspeaker can infuse a weapon with prime energy so that it can strike through the Gauntlet and cause serious harm to attacked spirits.

Spirit Wounding

Book of Shadows page 143

Spirit 4, Matter 3

Learned from the Fae, this rote allows a Verbena to push physical objects into the Umbra without entering it themselves.

The Spirit's Caress

Mage: The Ascension Second Edition page 218 (as The Spirit Kiss)

Mage: The Ascension Revised page 187

Spirit 2

The Mage can directly interact with spirits through the Gauntlet with this rote, reaching across to touch them. It can be used to attack a spirit, but it can also be combined with Bond of Blood to give Quintessence to the spirit.

Spiritual Persuasion

Tradition Book: Dreamspeakers (Revised) page 67

Mind 2, Spirit 2

This rote both summons a spirit and influences it to be more favorably inclined towards the shaman. It decreases the difficulty of rolls to persuade the spirit by one per success.

Binding

Either when it is negotiated for or else when negotiations break down or are impossible, eventually most Spirit Mages have need of the ability to bind a spirit. This section also includes rotes to break bindings and forcibly expel spirits from people that they possess.

Binding Song

Dead Magic 2 page 126

Correspondence 4, Time 3

The Binding Song halts a person in time and space. They will perceive what is going on around them, and if the caster wishes, they may speak, but all other movement is impossible.

Bottle of Djinn

Lost Paths: Ahl-i-Batin and Taftani page 88

Spirit 4, Matter 3, Prime 2

Using techniques going back to Suleiman the Wise himself, the Taftani is no longer at the mercy of Djinni,

but rather can control them. By creating a container and a trigger phrase, a djinn can be sucked into the bottle, and the Mage has three turns to seal the bottle so that the djinn cannot escape.

Circle of Binding

Infinite Tapestry page 182

Spirit 4, Prime 4, Correspondence 4

The Order of Hermes has always had powerful techniques for summoning and binding spirits. Most of these techniques have, at their core, a Circle of Binding. This takes the form of a circle inlaid on the floor (often in a precious metal) and graven with sigils and signs. This rote summons the spirit and traps it within wards, permitting spirits in but not out of the Circle. The usage of Prime accrues successes to resist any mystical effect that the spirit uses within the Circle.

Coerce Spirit

The Spirit Ways page 89

Mind 3, Spirit 2 or 4

Sometimes a shaman doesn't know how to handle a spirit or otherwise cannot manage a negotiation. Instead, they can use this rote, though it tends to hurt their relationship with spirits in general. The Spirit 2 version attempts to seize control of the spirit's consciousness, whereas Spirit 4 allows the shaman to take over the spirit's ephemeral nature directly.

Compel the Unseen

Tradition Book: Order of Hermes (First Edition) page 65

Prime 3, Spirit 2

Hermetics have used this rote for centuries to force a spirit to materialize.

Drahma Protector

Tradition Book: Akashic Brotherhood (Revised) page 69

Mind 4, Spirit 4

This rote makes a spirit accept the Akashic paradigm. The spirit will then protect Akashics wherever it finds them. The Mage needs more successes than the spirit's Gnosis + Willpower to make the spirit loyal to the Akashayana for the duration of the effect.

Ensure the Endless Sleep

Dead Magic 2 page 64

Matter 2, Mind 3, Spirit 2

It is essential that Dreamtime spirits stay asleep (see Dreamborn Rising for some consequences if they do not). This rote allows Mages to guarantee that such spirits stay in a deep slumber.

Exorcism

Mage: The Ascension Second Edition page 219

Spirit 4

Just as an Adept of Spirit can bind a spirit to an object or person, they can forcibly remove one. This rote triggers a contested Willpower roll between the spirit and the Mage, and if the Mage can gather enough successes (determined by the strength of the Spirit), the Mage can force the Spirit out.

Exorcism Song

Dead Magic 2 page 126

Mind 4, Spirit 2

A combination of Mind and Spirit magick are used to gentle coax a spirit who is unwanted to leave their host.

Gauntlet Prison

Mage: The Ascension First Edition page 215

Mage: The Ascension Second Edition page 218

Spirit 4

An Adept of Spirit has fine enough control over the Gauntlet to trap a spirit, or other traveler, inside it.

Halt the Nagloper

Dead Magic page 28

Life 2, Matter 2, Time 2

By placing a false club at the entrance to a home, it causes a nagloper who tries to enter to freeze so long as no one speaks within its hearing.

The Holy Pentacles

Tradition Book: Order of Hermes (First Edition) page 66

Spirit 4

Hermetics have special symbols, called pentacles, that they use for summoning and binding of spirits. This effect combines Breach the Gauntlet and Gauntlet Prison to first permit a spirit to enter and then to trap them within the area.

Imbue Flesh

Mage: The Ascension First Edition page 224

Life 2, Spirit 2

Given a body with no spirit in it, this allows the Mage to bind a spirit to it as a Familiar.

Lesser Binding of Spirits

Tradition Book: Dreamspeakers (Revised) page 66

Prime 2, Spirit 2, optional Mind 2

While higher levels of Spirit are needed to directly compel spirits to do a Mage's bidding, this rote summons a spirit and immediately encloses it in a cage of primal energy. Another success creates the primal cage capable of causing two levels of aggravated damage at any time the Mage wills it, two additional successes can make the effect last for up to a day (or until used) and cause four levels of damage instead of two.

With Mind 2, the Mage creates a sensation of the futility of resistance in the spirit.

Living Bridge

Mage: The Ascension Second Edition page 219

Spirit 4

The Mage makes a pact with a powerful spirit and may channel some of that spirit's powers for the duration of the effect.

Lull the Waking Dreamborn

Dead Magic 2 page 65

Mind 3, Spirit 2

This long ritual is used by Aboriginal Australians to lull a spirit into slumber. The ritual gathers successes opposed by the spirit's Willpower roll. If the Mage is a child of a specific Dreamborn who is being lulled back to sleep, the difficulty of the ritual is at -2. If the spirit loses, it falls into Slumber.

Physical Exorcism

The Spirit Ways page 91

Spirit 4, Life 3, Prime 2

Sometimes, an invasive spirit needs to be destroyed. This rote not only expels it from whoever or whatever it is possessing, but also binds it into a newly created physical form that can be killed.

Weaver's Retribution

Lost Paths: Ahl-i-Batin and Taftani page 92

Spirit 4, Correspondence 3, Forces 3, Mind 2, Prime 2

This rote is rarely taught, and even more rarely used. It is largely considered a suicide maneuver only to be used in the most desperate circumstances. The Taftani first expands their senses to find every djinn within several kilometers, then simultaneously unseals all of them.

The djinni then proceed to do whatever they want, which is usually wanton and undirected destruction, killing the Mage, their enemies, and whatever else is nearby.

Perception

Before interacting directly with spirits, a Mage must be able to perceive them. Before an exorcism can be done, the possession needs to be confirmed. This section's rotes focus on the supposedly simple act of perceiving these otherworldly beings.

Detect Possession

Mage: The Ascension Second Edition page 217

Mage: The Ascension Revised page 187

Spirit 1

Determines if there is a foreign spirit in a person or object, though without Cosmology or Mind magick, the Mage doesn't necessarily understand much other than that the spirit is present.

Evaluate Gauntlet/Scan Locality

Technocracy: Void Engineers page 41

Dimensional Science 1

This allows the Void Engineer to check the strength of the Gauntlet in a given location.

Sense the Demon's Weakness

Book of Crafts page 135

Entropy 1, Spirit 1

This allows a Wu Lung to focus on a demon and determine the essential weakness of its nature.

Sense the Nagloper

Dead Magic page 28

Life 2, Time 2, Matter 1

The Mage makes a shallow cut in the subject and rubs in a magickal powder. If a nagloper approaches, this burns and itches, awakening the subject so that they may defend themselves.

Shadows in the Mist

Book of Shadows page 143

Forces 2, Spirit 1

In a fog or a mist, this rote allows the wisps to form the rough shapes of umbral objects and beings.

Summoning

Often strongly associated with Hermetics and Dreamspeakers, summoning is a much more general and more useful magickal discipline practiced across many groups of Mages. Most summoning has to do with spirits, but not all. These rotes all call something from afar that must arrive, usually a spirit, but sometimes something that is already in the physical world.

Ap-Sobk, "Last Judgment of Sobk"

Book of Crafts page 58

Spirit 4

For a high-ranking member of the Hem-Ka Sobk, they can spit on their palms, rub them together, and petition Sobk for assistance. If they succeed, it is equivalent to Living Bridge, causing the Mage to be possessed by the crocodile god itself. Misuse of this rote results in the spirit killing the Mage.

Call Forth the Forgotten

Book of Shadows page 147

Life 5, Prime 2, Spirit 2

The Mage calls forth a creature of myth, summoning an appropriate spirit to inhabit a newly created form. If the creature is to have any powers other than just a body, the Mage needs to include other Spheres (such as Forces for flight or fire-breathing, in the case of a dragon).

Call Spirit

Mage: The Ascension First Edition page 214

Mage: The Ascension Second Edition page 217

Mage: The Ascension Revised page 187

Spirit 2

Allows the Mage to call out for a spirit to show up, it can be a general call or specific. Powerful spirits rarely appear, but a powerful call can compel weaker ones to do so.

Call the Dreamborn Sibling

Dead Magic 2 page 63

Spirit 2

This rote is used by Aboriginal Australians to summon spirits of the Dreamtime.

Conjure the Jade Warrior

Book of Crafts page 135

Spirit 5, Matter 3, Prime 3

This rote is used by the Wu Lung to create a giant warrior clad in ancient, jade armor. This warrior is then inhabited by a warrior spirit and exists both physically and in the spirit realm simultaneously.

Dreamborn Rising

Dead Magic 2 page 63

Life 4, Matter 4, Mind 3, Spirit 2

This rote can rouse a quiescent Dreamborn spirit. As this only can affect the most powerful such spirits and they emerge ravenous for Quintessence and life form with no sense of who they are, this rote is forbidden. This is in direct opposition to Ensure the Endless Sleep.

Drums of Elemental Fire

Mage: The Ascension First Edition page 227

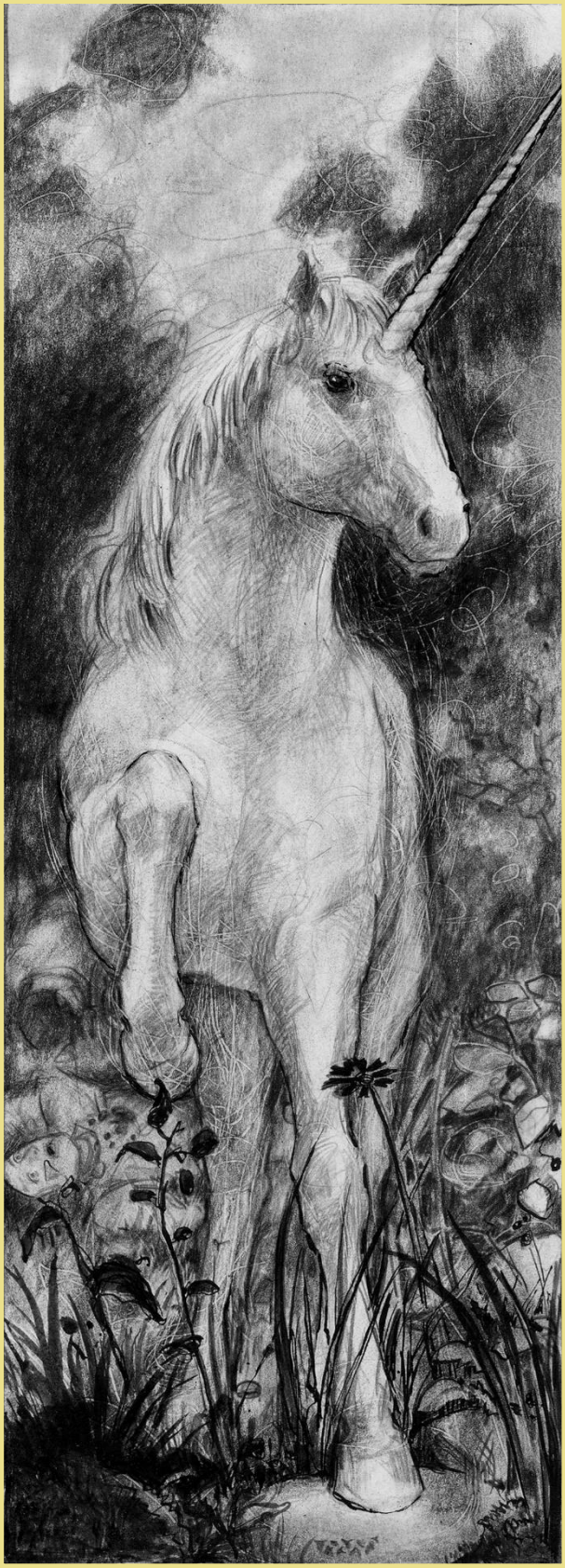
Spirit 2, Forces 2, Matter 2

Drums are a well-known and long venerated instrument for spirit magic. With this rote, a drummer can bring forth an elemental spirit. Of course, this doesn't guarantee that the elemental will be friendly.

Enter the Sauna

Dead Magic 2 page 126

Spirit 2



The Mage uses a meditative trance to reach out to spirits. For each success, the Mage may ask one yes/no question of the divining spirits.

Free the Mad Howlers

Mage: The Ascension Second Edition page 218

Spirit 3 or 4

This rote summons frenzied, angry spirits to attack their enemies. With Spirit 3 the Mage summons spirits who can materialize, with Spirit 4 they seal the spirits into their targets as though they were a fetish, causing the spirits to possess them.

Gremlins

Hidden Lore page 15

Entropy 2, Spirit 2

A Dreamspeaker who must deal with a Technomagickal problem will often summon gremlins, spirits that arose during the Second World War that interfere with machinery.

Here Kitty, Kitty

Tradition Book: Virtual Adepts (Revised) page 62

Correspondence 3, Mind 3, Time 3

Created by a Virtual Adept named Zer0 Effect, this rote summons something that hates your opponent...though there's no guarantee that it won't ALSO hate you. Mind draws something from your opponent's fears, and Correspondence and Time open coincidental means for that thing to show up in a timely manner.

Jack in the Green

Hidden Lore page 18

Spirit 3, Life 2

This rote awakens the spirit of a tree and allows the Mage to communicate with it. Winter makes it harder, as does the tree being in an urban setting.

Loving Scar

Hidden Lore page 49

Life 3, Spirit 2

The Nephandus scars the victim. The more intimate the situation the leads to it, and the more willing the

victim is, the more effective this rote is. This scar does no damage, but Life 4 is needed to remove it.

The victim then attracts low level spirits to spy on them and torment them, though they do no (lasting, physical) damage.

Nuzzlings

Hidden Lore page 52

Prime 5, Matter 3, Spirit 3

This creates a zone of objects animated by spirits centered on the Mage. Successes dictate how large this zone is, and the objects drain Quintessence from any sources in the area.

Protection of the Golden Race

Dead Magic page 108

Spirit 5, Prime 2

The Golden Race are the first humans in Greek mythology, the ones who lived during the Golden Age. This rote summons a member of the Golden Race to protect the Mage from an opponent. It is always vulgar and may require many successes, but if the member of the Golden Race appears, there is a flash of golden light as it harms the attacker in some appropriate manner.

Pygmalion's Paradigm

Book of Shadows page 146

Matter 4, Life 3, Prime 2, Spirit 2

The Mage crafts a body out of high quality materials to be inhabited by a Familiar. The number of successes determines how powerful a Familiar can be housed in this body.

Satan's Song

Infernalism: The Path of Screams page 86

Mind 2, Forces 2, Spirit 2, Prime 3, with optional Forces 3, Life 2, Matter 2

Although Prime is the highest ranked sphere, this is primarily a Mind and Spirit effect. The Mage begins a musical performance, and uses it to summon demons, and to cause hallucinations in the audience. The Song inflames whatever lusts the audience is feeling, and can quickly, with enough successes, bring absolute mayhem to wherever the Song is being performed.

With further Pattern spheres added in, the Song will raise the dead, bringing undead into the chaotic and unconstrained revelry along with the hallucinations and the demons.

Shaking Tent

Dead Magic page 131

Spirit 3

The Innu Shaman enters a cylindrical tent calls up a spirit. The shaman opens themselves up to communion with the spirit to negotiate whatever it is that they want from it. This ritual confines the spirit to the tent, so long as no one is foolish enough to open it.

Spirit Roster

Hidden Lore page 15

Correspondence 2, Spirit 1 or 2

This rote finds any nearby spirits and, with Spirit 2, allows the Mage to speak with them.

Summon Paradox Spirit

Technocracy: New World Order page 49

Spirit 2

Under desperate circumstances, a Technocrat who knows how can summon a Paradox Spirit into an area. It will tend to focus on whoever has accumulated the most Paradox, but it is still a desperate gamble, not used unless there is no other choice.

Summon the Earthly Gods

Dragons of the East page 59

Spirit 4, Mind 4, Correspondence 4

The Wu Lung claim a Heavenly authority over Eastern supernatural beings. This rote allows them to summon a Kuei-Jin, Hengeyokai or Hsien for an audience, where they cannot harm the Mage. This requires 2 successes plus a number equal to the target's permanent Willpower to force the target to travel the swiftest way it can to the Wu Lung's location, though with two additional successes the target is teleported before the Mage immediately.

Visionary Bloodletting

Dead Magic page 76

Spirit 2, Mind 1

Through bloodletting (at least two lethal damage) in a spiritually significant location on the Mage's body, they can commune with gods and spirits and receive visions

from them. Spirit calls to the spirit or god and allows the Mage to see their message, Mind filters it through appropriate symbols for the Mage to interpret.

Zeitgeist

Tradition Book: Cult of Ecstasy (First Edition) page 65

Tradition Book: Cult of Ecstasy (Revised) page 73

Mind 2, Spirit 2, Time 2

The Cultist calls forward the spirit of some time period, such as "The Summer of Love", "Black Tuesday" or "The Burning Times." This unleashes the spirit's resonance, to touch the emotions of everyone affected by the rote.

Warding

Warding is the foundation of defensive magick. It is used to prevent access to a place that the Mage needs to protect. These rotes all create some kind of warding effect, whether by pushing some types of beings to stay away or else by actually making them unable to enter.

Affix Gauntlet

Mage: The Ascension Revised page 189

Spirit 4

The Mage is capable of precisely hardening the Gauntlet. This allows the Mage to prevent spirits from entering or leaving a space, to place a spirit within a person or object, or any number of other effects.

Circle Ward

Tradition Book: Verbena (First Edition) page 64

Spirit 2, Mind 1, Prime 2

By summoning four separate, powerful spirits, usually forming a symbolic set of four (seasons, directions, elements), the Verbena creates a safe space in which to work.

Counterintelligence

Technocracy: New World Order page 44

Convention Book: New World Order (Revised) page 87

Prime 1, Data 1 or Mind 1

Though proactive measures are preferred, in some situations even the New World Order must react to others. This Procedure provides defenses, particularly to mental attacks, and acts as countermagick.

Defense Screen Versus Higher Lifeforms

Technocracy: Void Engineers page 43

Life 3

Like Defense Screen Versus Lower Lifeforms, but it repels more complex life, such as sharks, dolphins or even people, though people can overcome it with a Willpower roll.

Defense Screen Versus Lower Lifeforms

Technocracy: Void Engineers page 43

Life 2

This Procedure uses chemical pheromones and ultrasonic vibrations to repel lower lifeforms.

Etheric Shielding

Tradition Book: Sons of Ether (Revised) page 61

Matter 2, Spirit 2, optional Prime 2

Regular matter can be imbued with the ability to block out otherworldly creatures. Each success spent increases the Gauntlet at the location of the material, blocking spirits from crossing it. If Prime is included, then the material gets additional soak dice against spirit attacks.

Fortify Gauntlet

Technocracy: Void Engineers page 41

Dimensional Science 2

To protect the world from dangerous aliens, Void Engineers have developed techniques for increasing the Gauntlet in small areas.

Magic Circle

Tradition Book: Verbena (Revised) page 67

Prime 2, Spirit 2

This rote creates a circle around the user, of radius one yard per success up to the Verbena's arete. Further successes go to duration (up to the length of a ritual performed inside it) and countermagick. This countermagick protects those inside the circle from attempts to disrupt the ritual, and spirits must make Willpower rolls against it to cross the boundary.

The Master's Hand

Mage Storyteller's Companion page 63

Life 1, Prime 2

This sets a device or warding or other long-term and permanent effects to only work or to permit passage to a list of "approved users."

Protection Song

Dead Magic 2 page 126

Correspondence 4, Forces 2, optional Spirit 2

This rote combines Ward and Energy Shield and with Spirit, extends to the Umbra as well.

Psychic Sterilization

Mage: The Ascension First Edition page 215

Mage: The Ascension Second Edition page 218

Spirit 4

This Technomagickal rote strengthens the gauntlet in such a way as to keep spirits out of an area.

Quahuitl

Dead Magic page 79

Correspondence 4

A quahuitl is a cord cut to a specific length for measuring. When used by a Mage, they can set specific areas to have specific purposes, like zoning. Functionally like Ward, it prevents the wrong sort of beings from entering or exiting areas.

Quantum Interference Shielding

Guide to the Technocracy page 207

Dimensional Science 2, optional Prime 2

When encountering Extra Dimensional Entities, every Technocrat learns the importance to defense. Quantum Interference Shielding allows the Technocrat to strengthen the Gauntlet, making it more difficult for anything to cross over. With Prime, this shielding also provides countermagick against any attempts to cross or attacks across the Gauntlet.

Reconstruct Gauntlet

Technocracy: Void Engineers page 42

Dimensional Science 4

At this point, a Void Engineer can repair a damaged piece of the Gauntlet, preventing anything from crossing through.

Repel the Hungry Dead

Book of Crafts page 135

Spirit 4, Prime 2

This creates a spiritual barrier around the Wu Lung that prevents possession.

Repel the Kuei

Dragons of the East page 59

Mind 2 or Spirit 2

By setting off a string of firecrackers, a Wu Lung can drive away unwanted demons, ghosts and even people.

Safe Little World

Orphan's Survival Guide page 129

Correspondence 4, Life 3;

Correspondence 4, Spirit 3;

Correspondence 4, Spirit 3, Life 3;

Spirit 3, Mind 2;

Mind 3, Life 1, Correspondence 2

The effect protects the Mage's things, so that no one can tamper with them. It prevents anyone or anything from entering without the Mage's knowledge.

The simplest version prevents human trespassers. With Spirit 3, it can prevent spirits from entering. The Spirit 3/Mind 2 can post a spirit as a guard on the area, and it can attack anyone who enters the area. A simple Mind 3, Life 1, Correspondence 2 effect will let the Mage know if anyone enters the area without preventing them from doing so.

Salt on the Earth

Tradition Book: Euthanatos (Revised) page 66

Correspondence 4, Entropy 1

This rote wards an area against Entropic energies. The most common application is to create a circle of salt and use it to block ghosts from entering an area.

Secret Labyrinth

Artisan's Handbook page 53

Spirit 4, Mind 3, Prime 2

Creates a maze around a location that is designed particularly to trap spirits by strengthening the Gauntlet. The spirit may roll Willpower with difficulty 7, and on more successes than the Mage, may refuse to enter the labyrinth. Otherwise, they may roll Intelligence + Enigmas once per day to escape the maze.

The Seven Golden Swords of the Tiger

Book of Crafts page 135

Matter 3, Spirit 3, Correspondence 4, Forces 2, Prime 2

A powerful Wu Lung alchemical technique, it creates either a circle of blades or an ultra-sharp barrier. Both version prevent people, spirits or Correspondence from entering the area it surrounds.

Spirit Wall

Mage: The Sorcerer's Crusade page 273

Spirit 4

The mage creates a sigil and uses it to summon a spirit, open a gateway for it, and then trap it with walls to protect the Mage from that summoned spirit.

Spirit Warding

The Spirit Ways page 89

Spirit 2 or 4, Prime 2

Spirit Warding protects an area from spiritual attack or interference. With Spirit 2, each success increases the Gauntlet by one to a maximum of ten, and the Spirit 4 version actually creates a shield that prevents spirits from materializing in the region. Furthermore, the Prime 2 component causes damage to any spirit that tries to enter the region.

Telltale

Order of Reason page 65

Correspondence 2

Originating among the Gabrielites and Craftmasons), this common defensive rote protects small objects (smaller than a house-cat) from being stolen via Correspondence magick. The successes of this effect must be overcome before the object can be disturbed surreptitiously.

Time Wards

Mage: The Ascension Revised page 192

Time 2

This blocks out a small period of time near the Mage so that others cannot easily see into it.

Twisted Yarrow Stalks

Dragons of the East page 66

Mind 3, Correspondence 4, Entropy 2

The Wu-Keng prefer not to announce their power when warding themselves. Using techniques from the I, Ching, the Wu-Keng not only creates a Ward, but creates random impressions of what is there, rather than leaving a more traditional blank space announcing the presence of something of interest.

Wall of Mirrors

Book of Shadows page 140

Correspondence 4, Forces 3

A purely defensive rote, that, in fact, prevents attacks from being used effectively, the Wall of Mirrors causes all attacks targeting the Chorister to lose successes (depending on strength) as they are deflected through teleportation and alteration of kinetic energy to miss, ricocheting off things, bouncing off a wall, etc.

War the Inner Sanctum

Tradition Book: Order of Hermes (First Edition) page 66

Life 3, Correspondence 4

This warding effect prevents any living thing from entering a demarcated region.

Ward

Mage: The Ascension Second Edition page 189

Mage: The Ascension Revised page 159

Correspondence 4

A Ward prevents others from being to form connections to the protected location. With conjunctional spheres, it is possible to filter who and what can get through the Ward, and to determine the consequences for crossing it.

Ward Rune

Dead Magic 2 page 99

Correspondence 4, Mind 3, optional Spirit 2

This rune creates a Ward, preventing the unwanted from being able to find the Mage's location. With Spirit, this barrier also stops wraiths and spirits.

Warding Heads

Dead Magic page 30

Spirit 3

The Mage carves a wooden head or mask, and in doing so, makes it into a ward against malevolent spirits.

Zisurru

Dead Magic page 55

Correspondence 2, Spirit 2

The original ward against demons, from which most Hermetic warding is descended, it creates a boundary which spirits cannot cross.

Transformations

From Circe turning Odysseus's crew into pigs to people who wear the skins of wolves in order to become one, transformations have been an important part of myth and magick. The entire history of the Council of Nine depends in part on a transformation: the creation of the Rebis, Heyley, who betrayed the First Cabal to the Technocracy.

This chapter is divided among several different types of transformations. The first merely **Alter Appearance**, followed by more significant **Alterations**. After that, there is **Creation**, when something not living is transformed into a livfeform. Next are rotes that perform a large scale **Metamorphosis**, changing the target into something fundamentally different. Finally come those rotes that cause limited changes, generally resulting in the Mage performing **Self Improvement**.

Alter Appearance

When a Mage alters their appearance, they have more options than Sleepers could ever dream of. The rotes in this section allow the Mage to change what they look like drastically, including taking on the appearance of someone else or even faking their death...even to the point of being able to fool most Vampires.

Back Door Parole

Orphan's Survival Guide page 127

Life 3, Prime 1, optional Mind 2

The simpler version lets the Mage enter a trance and stop their bodily functions without damaging them. With Mind, the Mage can stay aware of their surroundings. In this case, the Mage is capable of walking around and acting while appearing to be dead, fooling almost anyone other than a Mage sensing the living Quintessence in them. Notably, this is effective at tricking Vampires.

Deceive the Eyes

Book of Crafts page 57

Life 2, optional Mind 2;

Mind 3

A member of the Hem-Ka Sobk can hide their scars and tattoos by rubbing ash into a cut in their arms and blowing dust into the faces of a person allows them to disguise something they don't want discovered.

Jivitamarana (Death in Life) Yoga

Tradition Book: Euthanatos (Revised) page 67

Entropy 4 or Matter 4, Life 4

This effect creates a state of living near-death for the Mage. For the duration, the Mage can soak lethal damage, halves all bashing damage (before soaking), and ignores wound penalties. Life effects targeting the mage are at +1 difficulty as well. However, the Mage automatically fails any touch-based Perception tests and gains an additional Entropic Synergy trait for the duration.

Love Me, Love Me

Dead Magic 2 page 81

Life 3, Mind 2

The Mage changes their (or another's) physical form to be more appealing to the target in subtle ways, making them more likely to fall in love with them.

Persona

Technocracy: New World Order page 49

Life 2 or 4, Mind 2

The Agent changes their appearance sufficiently to be unrecognizable. Mind 2 is used to aid in the disguise by preventing people from wanting to look more closely. Life 2 is all that is needed for a new appearance, but Life 4 is needed to mimic another specific person convincingly.

Rouge

Order of Reason page 73

Life 2

With careful application of cosmetics, the Mage can decrease difficulties on Appearance based rolls for a scene by the number of successes. Another option is to use successes to create an effective Arcane for the user, rendering their features so plain as to be unremarkable. A third option is to create more memorable features: one success can create a flaw or feature that is memorable, three will cause viewers to recall incorrect hair color and other features and five or more successes will give an appearance completely unlike the Mage's actual one.

Other's Butchered Visage

Mage: The Ascension First Edition page 224

Life 3, Mind 1

By cutting away their own flesh, the Mage can transform into a perfect physical duplicate of anyone whose Pattern they have had the opportunity to examine.

Alteration

Alteration is a broad category of effects that change something, but not fundamentally. Attaching a prosthetic limb would be an alteration, as is growing crops more quickly than should be possible.

Agrivelopment

Convention Book: Progenitors (Revised) page 73

Life 3, Matter 3

With this Procedure, Progenitor Agronomists can grow plants as much in a day as they normally would in a month. This also restores topsoil and fertilizes it. Though this can turn a patch of desert into farmland, the seeds need to be provided and the plants must be protected from hostile weather.

Alter Simple Creature

Mage: The Ascension Revised page 170

Life 2

This allows the Mage to heal or harm simple creatures or to modify their basic properties in non-extreme ways, up to the judgment of the Storyteller.

Alter Small Sequence

Technocracy: Progenitors page 43

Life 2

The Progenitor can make a single point mutation to a genetic code. Some things that can be done with this include

- correcting a genetic error in a developing fetus
- there is a point mutation that causes a person to only need 4 hours of sleep to be fully rested
- cause cancer

Attach Biomechanism

Technocracy: Iteration X page 50

Matter 5, Life 3, Prime 3

Once a biomechanism has been made through Craft Biomechanism, it must be attached to the user.

The Life Pattern of the person and the Matter Pattern of the mechanism must be carefully joined together through surgery.

Augment Simple Lifeform

Technocracy: Progenitors page 41

Life 2

This FACADE Engineer Procedure is used to alter simple lifeforms. It can increase size, for instance, creating gigantic killer bees or spiders.

Brittle Bones

World of Darkness: Outcasts page 90

Entropy 4, Life 4

The targets bones are rendered brittle and weak, reducing their soak dice by one per success.

Genetic Pattern Matching

Technocracy: Progenitors page 43

Life 4

The Genegineer can split code from one life form into another, including humans. For instance, they can slice amphibian genes into a human woman to give her the ability to reproduce by parthenogenesis: natural cloning.

Graft Alien Bio-Matter Between Animals

Technocracy: Progenitors page 41

Life 3

FACADE Engineers at this level can graft parts between animals, such as adding wings to a cat. The altered animal must learn to use the new parts, but usually this will come with practice. Often, this is augmented by the Mind sphere to enhance the creature's intelligence.

Graft Alien Bio-Matter to Humans

Technocracy: Progenitors page 41

Life 4

Similar to Graft Alien Bio-Matter Between Animals, this allows a FACADE Engineer to make such changes to humans, such as giving a human a monkey's tail, or replacing their hands with paws.

Green Thumb

Book of Crafts page 88

Life 2, optional Prime 2

The Mage can help their plants grow. Prime is necessary if the soil is bad in some way.

Higher Lifeform Grafting and Recombination

Technocracy: Progenitors page 40

Life 4

The Progenitor may make large scale alterations to humans. This includes creating things like minotaurs, centaurs, merfolk, and the like. These, however, are not Bygones, they are merely lifeforms that have a similar shape, with no mystical powers whatsoever.

Limited Grafting and Recombination

Technocracy: Progenitors page 40

Life 3

The Progenitor can now manipulate their own body in a limited way. This includes gaining features from animals (claws, fangs, gills, etc.) though just having a feature doesn't mean they know how to use them.

Lower Lifeform Manipulation

Technocracy: Progenitors page 40

Life 2

The Progenitor can alter simple animals in simple ways, such as altering their size, minor body modification (no fundamental functional changes), healing and harming, and increasing the pharmacological potency of any medicinal byproducts.

Major Environmental Alteration

Technocracy: Void Engineers page 44

Matter 3

Similar to Minor Environmental Alteration, though capable of more significant changes, such as drilling through solid rock and ice.

Minor Environmental Alteration

Technocracy: Void Engineers page 44

Matter 2

The Void Engineer at this point and make simple changes to their local environment, such as extracting oxygen from water.

Mokupuni Palahalaha Wiki

Dead Magic 2 page 29

Life 2, Prime 3, Time 3

Polynesian Mages often want their own islands and reefs away from prying eyes. This rote, whose name translates to Coral Island Bloom, fast-forwards the growth cycle of coral, allowing them to grow entire reefs in days, rather than centuries.

Mold Tree

Mage: The Ascension First Edition page 199

Mage: The Ascension Second Edition page 202

Life 2

Mages, mostly Verbena, use this rote to rework the Patterns of trees, including bending its branches and trunk into new shapes.

Personal Compression

Mage: The Ascension First Edition page 220

Correspondence 5, Life 3, optional Matter 3

By warping space in dramatic ways, the Mage is capable to shrinking, and dramatically so. Each success allows the Mage to decrease their size and mass by up to 15%, and seven successes allows them to take any size that they want. With Matter, they can bring possessions along with them.

Phosphoric Marker

Hidden Lore page 17

Forces 3, Life 3, Correspondence 1

Also called "Greek Life-Fire", this causes every living thing in the area to glow like a firefly. The Mage can omit any specific beings that they want, often making it easier for them and their allies to hide during a firefight.

Creation

When a Mage creates life in some way, that is an act of transformation, from non-living to living. This section includes rotes for creating a newborn and procedures for growing a clone.

Clone

Technocracy: Progenitors page 41

Life 5

The FACADE Engineer can replicate a human or animal given a tissue sample. No alterations to the original that were not genetic are carried over, and this Procedure is often used to grow new bodies for agents operating in high risk areas.

Cloning

Technocracy: Progenitors page 40

Life 5

The Progenitor can create a full human body, duplicating a body from a tissue sample. This is just an empty body unless other Technology is used.

Courtesan's Draught/Blessed Heir

The Swashbuckler's Handbook page 90

Life 2 or 3, optional Correspondence 2

Life 2 for self, 3 for others, this rote allows the user to control the target's fertility, either increasing or decreasing it. Correspondence can be added to target at a distance.

Fatherless Birth

Dead Magic 2 page 118

Entropy 5, Life 5, Prime 5, Spirit 5

One of the most difficult rotes, but capable of creating a future great hero, Fatherless Births actually have a spirit for a father, in general. The target must never have conceived a child nor have a chance to otherwise become pregnant. The Mage summons the spirit to be the father, uses Life and Prime to create the seed of the magical child that the woman must consume. Entropy both guarantees that the seed leads to pregnancy and that the child will have a great destiny.

Flesh Toys

Mage: The Ascension First Edition page 224

Life 3 or 5, Prime 2

The Mage creates life, with simple life at Life 3 and more complex requiring Life 5. The amount and complexity of the creatures determines the number of successes, with the number doubled for creating something new rather than duplicating existing life.

The Foundling

Mage Storyteller's Companion page 63

Correspondence 2, Life 5, Matter 2, Mind 3, Spirit 4

Used by a Master who knows that they are about to die, this ties the Mage's avatar to their most prized possession as a phylactery, teleports it somewhere on Earth to a couple that is desperate for a child, and creates the body of a newborn to hold their spirit. The couple are influenced to hold the phylactery and keep it safe for the child until it is older, and when the child is ready to make their way into the world, the Memento Mori effect triggers, prompting Awakening and returning the Mage's memories of their previous life.

Genetic Mastery

Technocracy: Progenitors page 43

Life 5

With complete mastery of genetics, a Genegineer at this level can create virtually any creature that they can imagine, with enough successes.

Oak of Sanguine Root

Blood Treachery page 89

Correspondence 2, Prime 2, Life 3, Matter 3

This Hermetic rote causes an oak tree to sprout and quickly grow inside a Vampire's body. It feeds on the undead corpse and the power of its blood, dealing standard Life effect damage to the Vampire as well as piercing its heart with a wooden stake. Finally, removing the tree, which is almost certain to die quickly, will likely also cause damage to the Vampire, as it is intertwined among the Vampire's organs and bones.

Spontaneous Generation

Dead Magic page 108

Life 3 or Matter 3, Prime 2

Greek philosophy permitted the creation of life or matter from nothing. Of course, only certain things cause the spontaneous generation of other things, such as maggots coming from old meat. This allows the Mage, supported by some theory of spontaneous generation, to create something from nothing.

Supporting the Brain

Book of Shadows page 143

Life 4, Matter 2, Mind 2, Prime 2

Using Pattern spheres to handle the physical issues and Mind to handle the mental ones, this rote allows an Etherite to keep a brain alive outside of its body,

whether just in a jar or in a new, better body. A robot body.

Thorn Wall

Hidden Lore page 18

Time 3, Life 2, Prime 2

A traditional Verbena rote that is vulgar almost everywhere on Earth, the Verbena clasps a thorn branch as a wand, and lets their blood fall on the ground. Where it falls, dense thorn bushes spring up in a shape dictated by the Mage.

Metamorphosis

This section contains the full-scale transformations of a human being into something else entirely. Most common among these rotes are transformations of the Mage or another person into the shape of an animal. Also, among these rotes are various war forms that Mages can take and have in the past when it was easier. Now, doing such a thing is an even more desperate act than it was before Paradox became the powerful force that it now is.

Animal Form

Mage: The Ascension First Edition page 201

Mage: The Ascension Second Edition page 203

Mage: The Ascension Revised page 171

Life 5

This rote allows the Mage to transform a target into an animal. Conversely, animals can be turned into humans with this level of control. This does run the risk of the target losing themselves in their new form, their mind reverting to the sort that belongs in their new form.

Animal Shift

Dead Magic page 50

Life 4

This Babylonian rote allows a Mage to shift into an animal form.

Avatar Form

Book of Shadows page 138

Life 4, Prime 2, Mind 2

The Akashic attempts to mirror Vibansumitra's manifestation of his Avatar in the physical realm. It hardens the skin to extreme temperatures (and optionally like armor, at a cost of speed), the Mage grows four additional arms and may add four dice to any manual task's dice pool, though difficulties may increase due to the need to focus when coordinating six arms. Mind is used to project an overwhelming feeling of awe into all who see the Avatar Form.

Circe's Enchantment

Tradition Book: Verbena (Revised) page 66

Life 5

This rote allows a Verbena to transform a human into an animal. Five successes are required to transform the target fully (fewer may result in a partial transformation), with other successes put into targets and duration.

Deity Form

Dead Magic 2 page 80

Forces 3, Life 4, Prime 4, Spirit 2, optional Entropy 5

This rote allows the Mage to become an Avatar of a god, though at the cost of paradox as it is always vulgar. The Mage gains the benefits of Friction Curse, Telekinesis and Better Body, they take on the aspect of the deity via Mutate Form and use Wellspring to replenish power. Spirit calls to the deity who permits this transformation. Optionally, Entropy 5 can be added to renew the deity's worship, reinvigorating the idea of the deity in those who see its avatar.

Dionysus's Gift

Tradition Book: Cult of Ecstasy (First Edition) page 66

Life 4 or 5, optional Matter 3, optional Forces 3

Dionysus was a shapechanger, and many Cultists look to him to gain the ability. This allows them to change shape (with Life 5 without the risk of losing themselves), or to change the shapes of others. With Matter or Forces, they can even turn their targets into inanimate objects and energy.

Eagle Form

Dead Magic 2 page 128

Mind 4, Spirit 2

The Mage shapechanges their Astral Form to an Eagle, giving them the ability to move more easily through the Umbra and the Gauntlets between Umbral Realms.

Holy Union

Ascension, page 197-199

Spirit 4, Prime 3, Mind 3, optional Life 5

The Holy Union ritual summons a psychopomp spirit from the deep Umbra and binds a part of its essence to the Mage's avatar, granting several of the psychopomp's powers to the Mage, specifically related to guiding souls and manipulating avatars. The version that can manipulate the avatars of the living requires Life 5. This is the ritual used by Heylel to become ***rebis***, which is still the term for those who go through this ritual.

Spirit is used to summon the psychopomp, Prime prepares the Mage to assimilate the essence permanently (as in Enchant Life), and as the fragment is sentient, Mind is needed to communicate with it. As mentioned above, Life is needed to manipulate avatars attached to living beings (such as merging two of them, as Heylel did) and otherwise the ***rebis*** is only capable of manipulating disembodied avatars and avatar fragments.

The ritual requires 10 successes to last for a day, 14 to be made permanent, plus one per additional subject, but because this is attempting to force something alien into the avatar, it attempts to reject it resulting in a +2 difficulty to the effect. Pages 198-199 of ***Ascension*** detail the powers this effect grants, and the consequences of those powers.

Iron Avatar

Tradition Book: Euthanatos (First Edition) page 67

Tradition Book: Euthanatos (Revised) page 60

Life 3, Matter 3, Mind 2, Prime 2, optional Spirit 4, Time 4

This rote merges the visages of Kali and Shiva to turn the caster into a four-armed killer. The user of the rote becomes 10 feet tall, their skin turns the color of wrought iron and their four hands end in talons, each holding a menacing weapon. Usually, these weapons are swords, though variants with other weapons exist.

Before devoting successes to duration, the Mage must increase Strength to 6, spend three successes to soak lethal and aggravated damage (soak dice per success) and two more for extra arms. The extra arms give the Mage four extra dice on unarmed and Melee dice pools. Additional successes may be spent to add two dice to these dice pools by making the Mage more coordinated in their use. Three more successes must be spent to create an aura of supernatural fear around the Mage, causing Sleepers to flee and others to require a Willpower roll at difficulty 6 with a minimum of three successes to avoid doing so. An additional success is needed to power it at all, along with three points on quintessence.

The ritual to invoke this is time consuming, as it requires many successes, and so it is often combined with Time so that the effect may be prepared in advance of a battle. If Spirit is added, a spirit of destruction is invited into the Mage's body, giving the Mage access to its Charms, though anything other than a complete success risks possession.

Jaguar Cloak

Dead Magic page 78

Life 5, Matter 3, Prime 3, Spirit 2

This effect enchants a jaguar skin and attunes it to a specific wearer. When worn, the user can transform into a jaguar. With particularly strong will, the warrior can manage partial transformation. Life transforms, Matter binds the skin to the wearer, and Prime and Spirit recharge the enchantment as the wearer kills their enemies in combat.

LERMUization

Convention Book: Void Engineers (Revised) page 87

Dimensional Science 5, Life 5

The Living Entity Reality Modulator Unit (LERMU) protects people from the Deep Universe, including Void Adaptation, vacuum and cosmic radiation. A LERMU no longer needs to eat or breathe, absorbing energy from ambient radiation. A LERMU can use their feet as easily as their hands and can see a longer distance in a much larger part of the light spectrum.

LERMUization requires five successes before duration and causes three points of permanent paradox.

Lesser Shapechanging

Mage: The Ascension Second Edition page 203

Life 4

This allows the Mage to shapeshift into any animal of roughly similar mass to the Mage. This doesn't give the Mage any experience or talent for using the animal's features, and they will need to practice things like flying as a bird or catlike balance.

Mutate Form

Mage: The Ascension First Edition page 200

Mage: The Ascension Second Edition page 203

Mage: The Ascension Revised page 171

Life 4

Before, the Mage could alter their own Pattern or simple Patterns, with Mutate Form, the Mage can make alterations as large of those of Better Body to any living creature. This also allows the Mage to transform themselves into an animal. However, this comes with the risk of losing themselves to the new form.

The Notorious Vampiric Lawn Chair

Mage: The Ascension 20th Anniversary Edition page 610

Life 5, Matter 5

Often conjectured, rarely performed, this exceptionally difficult effect transforms a Vampire into some inanimate object. To succeed, this requires a massive number of successes, and even if successful, there are numerous ways for it to go badly for the Mage.

See Mage: The Ascension 20th Anniversary Edition pages 610-611 for details.

One with Beasts

Book of Crafts page 26

Life 4 or 5 or Spirit 4

Powerful mages of the Bata'a can shapeshift, taking the forms of animals. With Life 4, it is equivalent to Lesser Shapechanging, Life 5 is Perfect Metamorphosis. Spirit 4 is a much riskier formulation, where the Mage invites a spirit to change their form and ride along. This carries many risks, including the spirit will leave without returning them to their original form.

Perfect Metamorphosis

Mage: The Ascension Second Edition page 203

Mage: The Ascension Revised page 171

Life 5

The Mage is now able to transform into an animal without risk of losing their mind. Additionally, size is no longer an issue, and the Mage can become any creature that they desire.

Qayaq's Fish

Dead Magic page 131

Life 3, Matter 3

By carving an animal out of pieces of wood and putting them together, an Inuit Mage can evoke the hero Qayaq and change the animal from wood to the real thing. Successes go to duration and how large an animal can be managed.

Rokea'ole

Dead Magic 2 page 29

Life 3, Spirit 3

While true sharks are considered good luck by Polynesian Mages, the Rokea are considered semi-divine pains in the ass. They often end up in conflict, and this rote allows the Mage to force the Rokea into its breed form for ten minutes per success.

Shapechange Curse

Dead Magic 2 page 120

Life 5, Mind 4

Similar to Animal Form, it also suppresses the target's mind, giving them the mind of an animal for the duration.

Shapeshifter Prison

Order of Reason page 109

Life 4, optional Prime 2

Through a combination of the right elements, mostly silver, this effect allows the creation of a prison that prevents shape-shifts from changing shape. Three successes are required to start the effect, and shapeshifting requires a Stamina + Primal Urge roll with more successes than the remainder for a natural shapeshifter, or on an Arete roll from a Mage. With Prime, the effect deals damage to any shapeshifter that touches them based on the number of successes more than three rolled at creation.

Shapeshifting

Technocracy: Progenitors page 40

Life 5

The Progenitor can manipulate their body fully, changing their shape into any living thing they desire.

Storm of Crows

Infernalism: The Path of Screams page 89

Life 5, Correspondence 3, Prime 2, Mind 1

When cornered, powerful Infernalists have been known to be able to transform into a flock of crows, a swarm of rats or another collection of smaller animals, including insects. This effect allows them to do that, splitting their consciousness among all the creatures. Should one of them be caught, it can be disintegrated by the Mage, though a quick opponent may be able to use it as a correspondence link to the whole of the Infernalist. This requires some piece of the animal to be transformed into.

Vulcan's Hammer

Tradition Book: Order of Hermes (Revised) page 67

Life 4, Matter 3, Forces 3, optional Prime 2

It is important for a Hermetic Mage to be capable of subtlety. Sometimes, however, a Hermetic needs to be the most blatant person on the planet. The Mage sculpts a statuette of themselves out of iron-rich clay, inscribing their True Name onto it ten times, kneading it into the clay before firing it. With this clay statuette, the Mage can assume the shape of Vulcan's Hammer, a grossly vulgar war form made from iron. In this form, the Mage gets +3 Strength, -2 Dexterity (minimum 1), +4 Stamina, fails all Social Attribute rolls automatically (other than intimidation), and anyone who comes into physical contact with the Mage takes standard Forces damage from this effect. With Prime 2, the Mage deals aggravated damage with hand-to-hand attacks.

Warp-Spasm

Dead Magic 2 page 120

Forces 3, Life 4, Prime 3

The Mage's very body warps to make them into a fury-filled warrior. They get an extra dot in all Physical Attributes for every two successes and two extra dice of damage in melee due to emitting extreme heat. If the Mage maintains this form for longer than a scene, they must spend a point of Willpower for each extra duration or else become a mindless berserker.

The Weeping Willow

Book of Crafts page 89

Life 5

This allows a Sister of Hippolyta to transform a woman, often one who has run out of options, into a tree, where any tormentor cannot cause her further pain. Rarely, it has been used on devoted lovers who suffer due to the Mage's comings and goings.

Wolf Form

Dead Magic 2 page 129

Life 4, Mind 2

As the Mutate Form effect, the Mage transforms into a wolf. Thanks to the Mind sphere, the Mage maintains their human consciousness.

Self Improvement

These rotes cause changes to the Mage's body or mind, improving them for some purpose. They may be to allow the Mage to survive environments they couldn't otherwise or making them smarter and stronger. They can also be supercharging the Mage's body with electricity so that they can shock their enemies. Mages often have a strange notion of what counts as an "improvement."

Adaptation

Technocracy: Void Engineers page 44

Lost Paths: Ahl-i-Batin and Taftani page 40

Life 2 or 3, optional Forces 2

The Ahl-i-Batin have learned how to function in extreme environments. This allows them to ignore natural difficulties, such as the heat and dryness of a desert, and even to breathe underwater, though that requires the Life 3 version. With Forces, even stronger than normal desert heat or cold, or deep-water pressure, can be withstood.

Adrenal Rush

Book of Shadows page 143

Life 3, Prime 2

By playing an intense video game, a Virtual Adept can get a rush of adrenaline and make other slight changes to their system, refreshing them and giving them a boost of energy. This can help fight off poisons and viruses, gain dots of Stamina, Strength or Alertness, and of course, skip the need for sleep.

Advanced Therapies

Convention Book: Syndicate (Revised) page 72

Life 3

This Procedure produces the same effects as Better Body (increased physical attributes and appearance in particular) but requires long-term planning and is restricted to what is possible naturally for humans to accomplish or have. Over at least four weeks, the Syndicate agent pursues a regimen of two hours of exercise, drug therapy and minor surgery every day, and at the end of this period they can spend successes on Attributes and duration, though permanency is impossible without spending Experience Points.

Battery Man

Tradition Book: Sons of Ether (First Edition) page 64

Life 4, Forces 2

This rote allows the Etherite to store electricity in their body for later use, including powering objects, dramatic effect, and electrocuting a target (for damage based on number of successes on this rote in the first place).

If this energy is not discharged within an hour, however, the Etherite takes one health level of damage per success.

Better Body

Mage: The Ascension First Edition page 199

Technocracy: Progenitors page 43 (as Delete/Insert/Alter Gene)

Mage: The Ascension Second Edition page 202

Mage: The Ascension Revised page 171

Life 3

Better Body allows the Mage to make significant alterations to themselves, including increasing physical attributes, appearance, growing claws or gills, natural armor, etc.

Biochemical Regulation

Technocracy: Progenitors page 44

Life 3

The Progenitor can alter the biochemistry of the body. Among other things, the Progenitor can now speed healing, enhance Physical Attributes, increase the time someone can hold their breath, deoxygenate blood, inhibit clotting, or cause general cellular degeneration.

Bio-Luminescence

Tradition Book: Sons of Ether (First Edition) page 64

Forces 3, Life 3

With this rote, an Etherite can make themselves glow in the dark. Each success causes them to glow brighter and in a larger area. It may be concentrated onto certain parts of the body.

Brain Boost

Digital Web 2.0 page 114

Mind 1

This is the Mental equivalent of Better Body, allowing the increase of Mental Attributes.

Chakra Influence

Life 3 or Mind 3 or Prime 3

In Traditional Tantric practice, there are seven chakras located in the body. Each of them can be affected by one or more of Life, Mind and Prime. This rote allows the Mage to control both their own chakras and those of others.

Genitals	Life or Mind
Stomach	Life or Mind
Sternum	Life
Heart	Life or Mind
Throat	Life
Third Eye	Life
Top of Head	Prime

Crocodile Blood

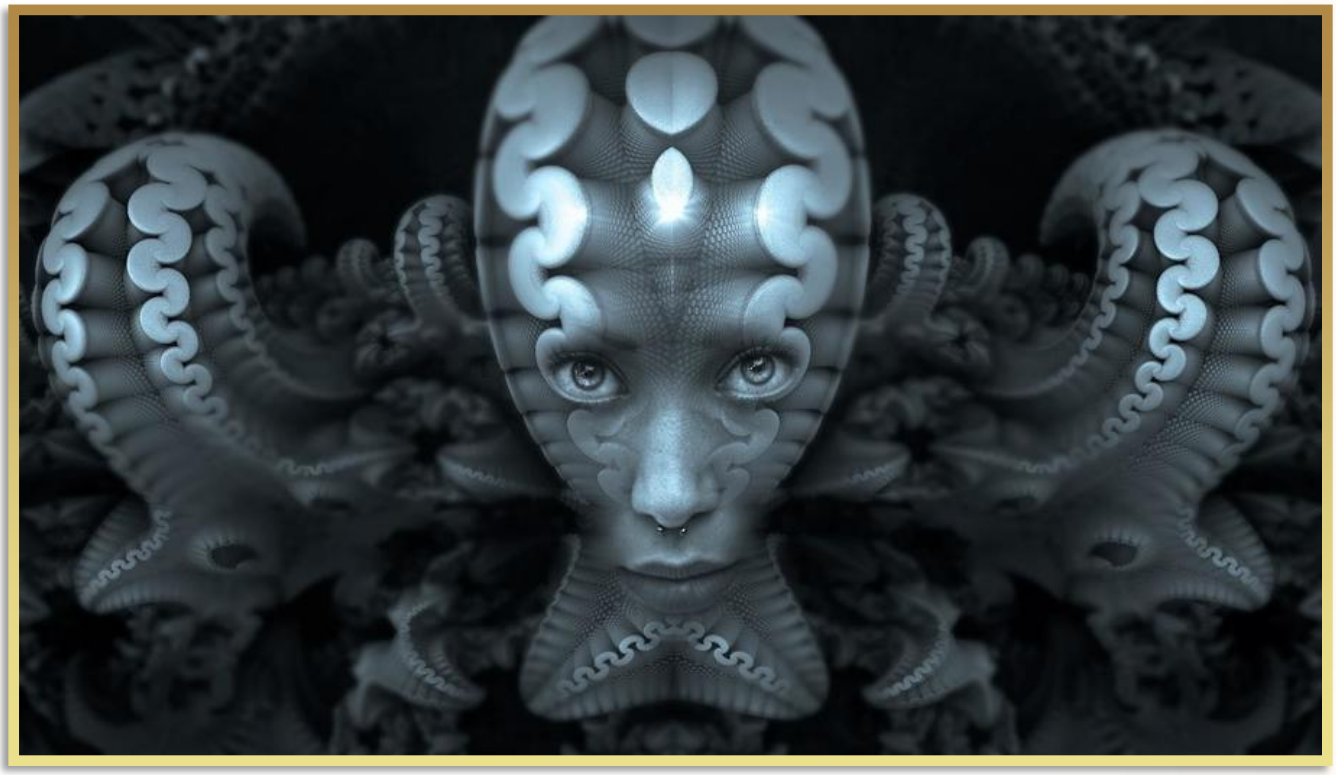
Hidden Lore page 53

Life 4, Matter 2

This procedure alters the Technocrat's blood chemistry to allow them to hold their breath for an hour per success when calm and still or a minute per success during intense action.

Go Ti Ta

Dragons of the East page 68



Dead Magic 2 page 80

Life 4, Spirit 4

The Wu-Keng have very few combat-oriented rotes. This is one of them. It derives from a fertility ritual where combatants spar with deer antlers. By inscribing a deer on an oracle of bone, then casting it into a fire, the Mage gains the benefits of Better Body along with access to one spirit's gifts. Though usually the Mage will only wear horned headgear, sometimes they will in fact grow horns from this rote.

Mele Lapa'au

Book of Crafts page 73

Life 2, 3 or 4

This rote was developed by the wayfinders of the Kopa Loei so that they could adapt for the elements or make other changes to themselves. They do so by invoking different gods for different effects:

- Komo-ho'ali'I, Kane or Kanaloa - breathe water
- Pele - withstand fire
- Kane or Lono - withstand cold
- Kane - heal injuries
- Maui - change appearance
- Hina - increase potency/fertility
- Ku - toughen skin

Life 2 suffices for healing and potency, 3 for the rest, and one more is needed to pass the effect to someone else.

Multi-tasking

Mage: The Ascension First Edition page 205

Mage: The Ascension Second Edition page 209

Mind 1

This allows the Mage to do multiple things at a time without having to split their attention. Only mundane tasks can be done, and they cannot conflict (so programming and talking on the phone are fine but listening to multiple songs simultaneously is not). This does not permit more than one magickal effect to be used, nor more than one Willpower point to be spent.

Nanotech Integration

Technocracy: Progenitors page 45 (as Nanotech Life Support)

Convention Book: Progenitors (Revised) page 74

Life 4, Matter 2, Prime 5

This Procedure, from collaboration with Iteration X, injects nanotech into the subject to make them more resilient. The recipient gains three dots of Stamina and regenerates a health level every turn. They also have immunity to mundane drugs, diseases and poisons, whether they like it or not. Only a Master of Life, Entropy or Matter can destroy the nanobots without otherwise harming the recipient.

Our Enemies are Delicious

Dead Magic page 76

Life 3, Spirit 3

If a Mage sacrifices a person, they can ensure that anyone who eats the flesh will have their Physical Attributes increased by one and their Social Attributes decreased by one for the duration of the effect. Each day after, one Physical dot gained is lost and one social dot is regained.

Positronic Brain

Technocracy: Iteration X page 48

Mind 1

Each success adds one dot to any Mental Attribute for the duration.

Simple Biochemical Manipulation

Technocracy: Progenitors page 43

Life 2

The Pharmacopeist can manipulate a substance's effects on a Pattern, for instance making medication work faster or slower, and increasing or decreasing its effectiveness.

Strength of the Earth

Tradition Book: Verbena (Revised) page 68

Life 3

By drawing on the Earth itself as a source, the Verbena can increase their Strength, one dot per

success, so long as the Verbena is in contact with the ground.

Survivor's Charm

Mage: The Sorcerer's Crusade page 271

Life 2 or 3

This rote hardens the user against the elements, making is easy to survive in extreme environments and gaining a resistance to freezing cold, the intense heat and to minor burns. With Life 3, this protection can be given to others.

Talons

Book of Shadows page 146

Mage: The Ascension 20th Anniversary Edition page 609

Life 3 or 4, optional Matter 2, optional Prime 2

This rote causes the Mage to grow claws that are as hard as steel. They do Strength + 2 aggravated damage, and last for two turns per success. Each successful strike costs on Quintessence.

Thick Skin

Orphan's Survival Guide page 126

Life 2 or 3

The basic version protects the Mage from extreme environments, while the stronger version hardens the Mage and allows them to soak Aggravated damage.

Titan's Power

Mage: The Sorcerer's Crusade page 273

Life 3 or 4

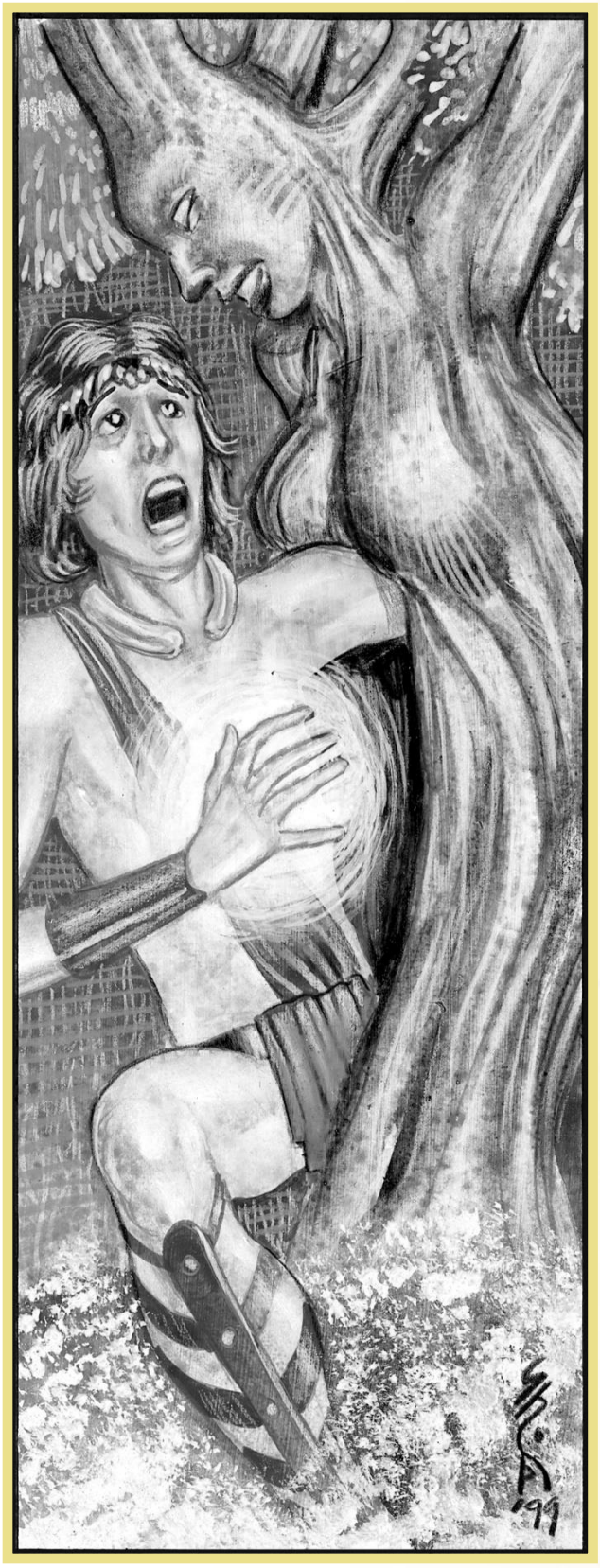
Allows the Mage to temporarily gain dots in Strength, Dexterity, Stamina and/or Appearance.

Tumo

Tradition Book: Akashic Brotherhood (Revised) page 70

Life 2, optional Forces 2

This allows Akashics to endure extremes of heat and cold. With Life alone, heat well outside of the comfort zone of most humans is no issue. With Forces added in, even heat and code that would hurt a normal person (such as the center of a bonfire or the Antarctic) is comfortable: each success reduces the damage by two levels.



Uncanny Influence

Sometimes, Mages exert an influence over those around them beyond what mundane methods are capable of. Mind control is the bluntest form of this, but most Mages have a much lighter touch. Another dramatic example is Room 101 of the New World Order, where Mages are taken and have their wills broken down in an attempt to turn them into Technocrats.

This section starts with emotional manipulation: **Anger and Calm**, **Fear and Intimidation**, **Seduction** and **Other Emotions** can all be instilled directly. Beyond that, **Animal Control** can be performed. Mages can also control the **Attention** something or someone gets and improve the **Cooperation** among groups. They can also cause **Disruption** of people's thoughts and plans. The heavier duty techniques include investigating peoples' **Dreams**, casting **Illusions**, altering **Memory**, and, of course, direct **Mind Control**.

Anger and Calm

Mages can cause people to become unnaturally angry or unnaturally calm, either starting or preventing fights as desired.

Apathy

World of Darkness: Outcasts page 91

Entropy 3, Mind 2

This rote causes the target to become depressed, suddenly lacking energy and unable to focus.

Olive Branch

Order of Reason page 79

Mind 2

This rote allows the user to act as a calmer head and try to prevent a fight from breaking out.

Pass Calmly

Hidden Lore page 13

Mind 2, Correspondence 2, Life 1

Although of no use in combat, many Akashics find this rote useful to calm all Sleepers sufficiently close to them, within about two yards per success.

Peace of Buddha

Book of Shadows page 138

Mind 2

The Akashic can force a feeling of peace into their target's mind. The number of successes must match or exceed the opponent's Willpower, and if so, the target will lose their will to do harm (to anyone) for the duration.

Peace Rune

Dead Magic 2 page 99

Mind 2 or 4;

Entropy 5

The user of this rune calms hearts and minds, directly or by destroying the concept of conflict in the minds of those involved.

Rat's Rage/Lost Cousin

Guide to the Technocracy page 214

Mind 2, Life 2

By tagging a target with a "scent", the Technocrat can cause a group to either turn on a subject or embrace them as a friend.

Stoicism

Dead Magic page 108

Mind 1, Matter 1

This rote allows the Mage to enforce a strong detachment, viewing the world dispassionately and even themselves as an observer. If they stay motionless, the Mind even becomes like a stone and Torture becomes useless. With at least three successes, the Mage may act deliberately, devoid of emotion or empathy. For the duration, the Mage may not spend Willpower points and all rolls to dodge attacks and all social rolls have +3 difficulty.

Fear and Intimidation

Another way that Mages prevent fights is by terrifying their opponent in advance. By instilling a deep fear in their target, they can cause them to flee or capitulate, or to overestimate how competent at fighting the Mage is.

Abh-t-ab, "Biting the Heart"

Book of Crafts page 57

Correspondence 2, Mind 2

The Hem-Ka Sobk causes the subject to experience a deep and acute fear response, usually resulting in them fleeing or freezing.

The Argument of Princes

Artisan's Handbook page 50

Mind 2

Identical to Show of Force, but requires a weapon be used with intent to terrify and intimidate.

Capiche?

Fallen Tower: Las Vegas page 119

Mind 2

This rote gives a difficulty bonus to attempts to intimidate people when mimicking the affectations of mobsters.

Hoodoo Man's Heartbeat

Book of Crafts page 25

Mind 2 or Spirit 3

This rote allows a Bata'a to intimidate a target. With Mind, it acts as Subliminal Impulse, twisting the victim's perceptions to make things seem more sinister or intimidating. The Spirit version calls upon a spirit to torment them, though this is less reliable than the Mind version.

Primal Dread

Tradition Book: Celestial Chorus (Revised) page 57

Mind 2, optional Prime 2

The Mage in instill fear in a target, enhancing whatever fear might already be there. If none is present, Prime 2 is needed to create it from quintessence.

Show of Force

Order of Reason page 79

Mind 2

This rote allows the user to attempt to cow the target into submission through intimidation.

Seduction

Many Mages, however, are lovers, not fighters, and so focus on improving their ability to seduce others. By bringing people into their personal orbits, they're able to get their way and accomplish their goals more easily.

Bewitchment

The Swashbuckler's Handbook page 90

Mind 2 or 3, optional Entropy 2 or Life 3

Using speech, manners, costume, cosmetics and human nature, the Mage enchants their target, seducing them. For long-term effects, this requires Mind 3, Entropy can be used to help wear down defenses and Life can be used to prompt bursts of animal passion.

Charm Rune

Dead Magic 2 page 101

Mind 2

This rune gives the Mage an aura of friendliness and charm, causing others to think well of them and making most Social rolls that are non-confrontational to become easier.

Exalted Desire

Hidden Lore page 50

Life 4, Mind 2, Prime 2

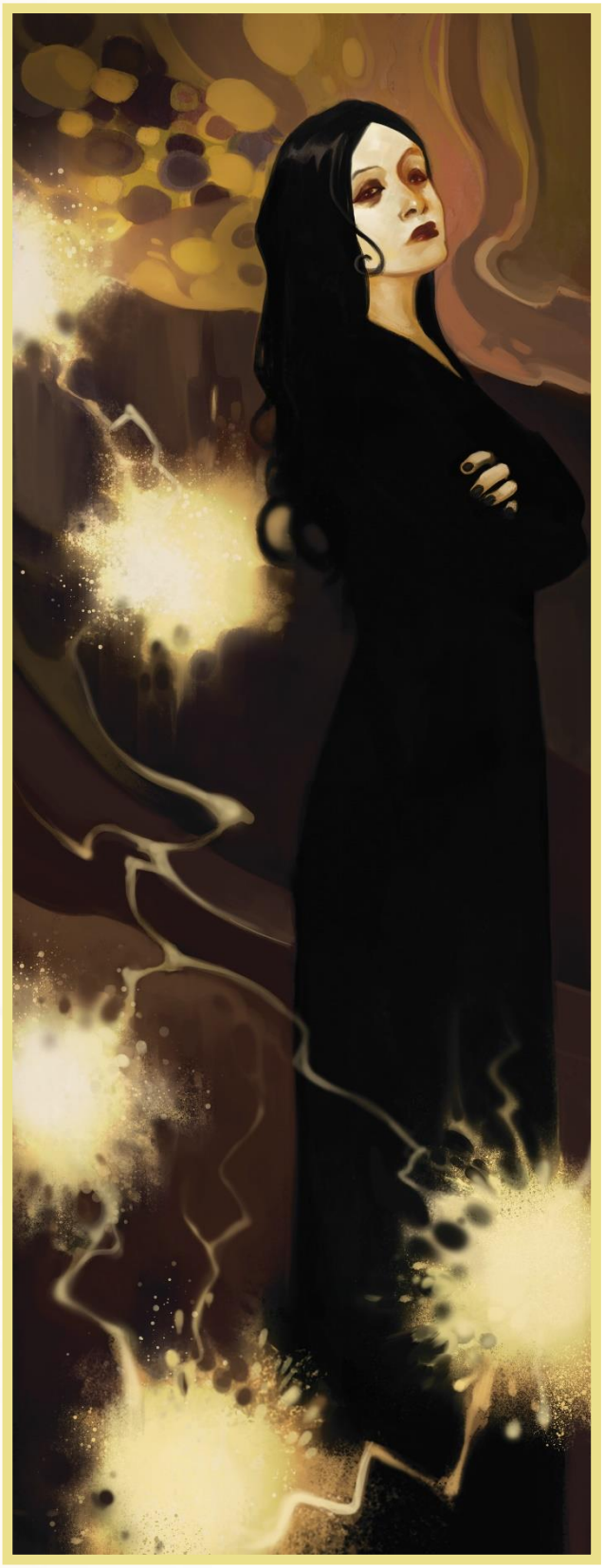
This effect causes the target to experience an unusual high from something pleasurable. The Nephandus can use this to create an addiction, weakening the target and making them easier to manipulate later.

Kuoha (The Passion Prayer)

Dead Magic 2 page 27

Correspondence 3, Life 2, Mind 2

By wearing only fragrant floral leis and beating out a primal rhythm on a drum, a Polynesian Mage can incite passion in a person of their choosing.



Lecherous Kiss

Book of Shadows page 142

Mind 2, Life 2, Prime 2

This Hollow One rote is designed for seduction. Mind puts the target into a sexually receptive state of mind, and Life triggers the appropriate parts of the endocrine system, both of which are fueled by Prime.

Romance

Order of Reason page 78

Mind 2

Especially useful for groups like the High Guild and the Ksirafai, this rote mates the Mage more attractive and suave to others, decreasing the difficulty of attempts at seduction.

Taliesin's Song

Tradition Book: Verbena (First Edition) page 64

Life 3, Mind 2

By altering their vocal chords to make their singing enchanting, a Verbena can influence others with a song. This adds automatic successes to the Verbena's social rolls against a target for the duration.

Other Emotions

Mages aren't limited in the emotional palette that they can work with. They can instill any emotion that they choose in their targets. These rotes are either diverse and able to manage several different emotions or else manage emotions other than those already listed.

Be Cool

Book of Shadows page 141

Mind 2

The Hollow Ones devote a lot of time to appearing cool, and this rote is a shortcut. With it, the people around the Mage get a general impression of coolness from them.

Branding

Convention Book: Syndicate (Revised) page 72

Mind 2

It's become a very common shortcut in the mind to associate emotions with brands. The Syndicate agent

can tailor their appearance and mannerisms to match a brand, and thus, influence the emotions of the target in an appropriate way.

Comp Me

Fallen Tower: Las Vegas pas 119

Entropy 3 or Mind 2

In most casinos, everyone assumes that if you're there, you're gambling. So, to keep people there, the House will comp small things. With this rote, a Mage in a casino either aligns with the in-place system (Entropy) or else gives the strong impression of gambling (Mind), allowing the Mage to take advantage of the system of comps.

Cool Glamour

Tradition Book: Hollow Ones (Revised) page 62

Mind 2

Hollow Ones often put a lot of work into their appearance. With this rote, when they do so, they get the ability to roll Appearance + Intimidation to come across is cool, self-confident and powerful, making others want to treat them with respect.

Empathic Projection

Mage: The Ascension Revised page 176

Mind 2

The Mage can project an emotion into a target, forcing them to feel it with an intensity proportional to how many successes are achieved.

Gatha

Dragons of the East page 51

Mind 2, Prime 2

An Akashic poet can weave emotion into every character of the work. The writer chooses an emotion to be invoked in anyone who reads or hears the poem.

The Golden Apple

Blood Treachery page 91

Matter 2, Mind 2 or Matter 2, Mind 3, Prime 3

Hermetics use this rote to imbue an object with a near irresistible pull. The weaker version merely draws attention towards the imbued object, causing those who see it to fixate on it with whatever emotion the Hermetic chooses to create. The stronger version uses the victim's own emotions as fuel, creating a viscous cycle.

Grand Style

Tradition Book: Cult of Ecstasy (Revised) page 71

Mind 2, Matter 1 or Forces 1, optional Prime 2

Through some form of art, a Cultist can alter moods on a mass scale. Though live music can be used (Forces), physical art (Matter) is much more common. The effect causes those who perceive the art to experience a certain emotion. With Prime 2, it can create the emotion, otherwise it only emphasizes that which is already there.

High Rhetoric

Artisan's Handbook page 51

Mind 2

This effect allows the user to give a speech and convey an emotion to an audience. Although it can sway an audience, it cannot cause large changes in ideology, and pushing too hard gives the listeners Willpower rolls to resist.

Hope's Birth

Tradition Book: Celestial Chorus (Revised) page 57

Mind 2, optional Prime 2

The Mage can fan the flames of hope so long as there is any present, either in themselves or those around them. With Prime 2, all hope can be lost, and the rote will create it wholly.

Incitation

Order of Reason page 79

Mind 2

This rote allows the user to taunt a target to try to goad them into a fight.

Initiation

Order of Reason page 90

Mind 3, Prime 2

Initiation rites are used on new members of many organizations, most notable the Order of Reason and the Technocracy. This rite is more effective the more elaborate it is and ties the membership into the target's identity. This allows the user of the ritual to instill one idea or emotional reaction to the target, most often loyalty to the organization and its ideals.

The Look/The Word

Technocracy: Syndicate page 46

Mind 2

Through a well-timed look or saying just the right word, a Syndicate agent can create an impression in the target's mind, ensuring that a message is remembered.

Loving Cup

Order of Reason page 91

Life 3, Mind 2

By sharing a drink with the target, the Mage can influence the target's emotional state. Like Ultimate Argument mechanically, this requires not only that a drink be shared, but that it be alcoholic, and only one roll is permitted per drink.

Mood Swing/Communion

Tradition Book: Cult of Ecstasy (First Edition) page 65

Mind 2, optional Correspondence 2

Spreads sensations and emotions to one person nearby per success. With Correspondence (the version called Communion), the person doesn't need to be nearby.

Motivational Speaking

Guide to the Technocracy page 215

Mind 2 or 3, Prime 2

This Procedure allows a Technocrat to persuade a group of people without a bias about something. With Mind 2, they can evoke an emotion and with 3 a false idea. The total number of successes must be at least twice the average Willpower of the crowd.

Petals of Love

Book of Crafts page 88

Mind 2

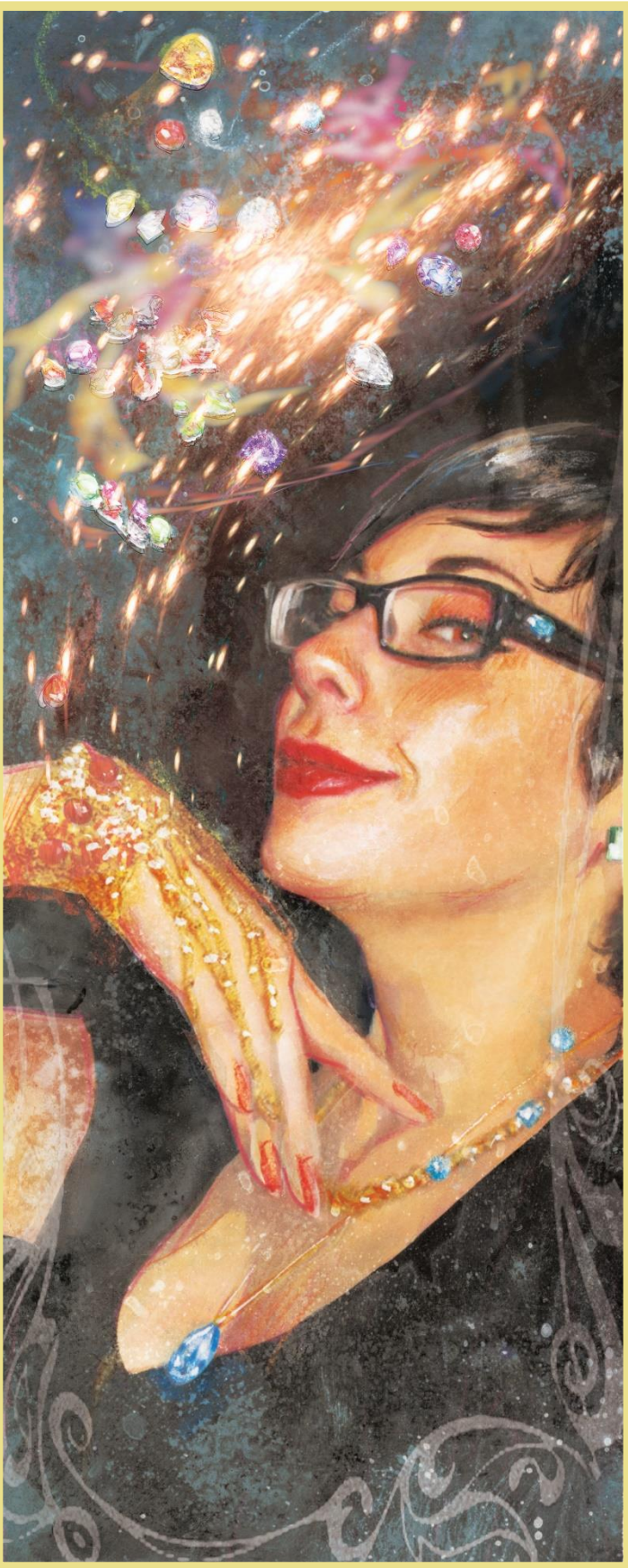
The Sisters of Hippolyta brew a potion from rose petals that strengthens their emotional ties to each other.

Physiological Emotion Control

Mage: The Ascension First Edition page 200

Mage: The Ascension Second Edition page 203

Mage: The Ascension Revised page 171



Life 4

An Adept of Life can alter a target's emotional state by directly influencing the biochemistry of their brain.

Scent of Control

Tradition Book: Hollow Ones (Revised) page 63

Life 3, Mind 2

Hollow Ones using this rote alter their sweat to exude an emotional trigger, trying to push the mental state of someone near them. This can range from "desire me" to "protect me" to "leave me alone," but if it is a completely unbidden thought, it won't go unnoticed.

Shameful Outburst

Order of Reason page 78

Mind 2

The Mage uses carefully chosen words and nonverbal cues to maneuver a target into an embarrassing outburst of some sort. Difficult to use against the Awakened or those with high Willpower, but capable of causing social devastation...or the revelation of secrets in an emotional moment...in those that if effects.

Social Science

Technocracy: Iteration X page 48

Mind 2

The Iterator can use the results of social sciences to depress the target, such as indicating that their IQ is low. Each success reduces the target's Willpower by one for the duration and is resisted with a Willpower roll at difficulty 7.

Strains of Laughter, Sleep and Sorrow

Tradition Book: Verbena (Revised) page 67

Mind 2

The Bards and Skalds of the Verbena know how to use music and story to influence those who listen to it. This rote uses music to cause an audience to feel some emotion of the Verbena's choosing. Up to three successes causes them to feel it, more than that and they feel it intensely enough to act on it. Spending a point of temporary Willpower will allow them to ignore the Effect briefly, but it will return if the Mage keeps performing.

Subtle Persuasion

Order of Reason page 90

Mind 2, Prime 2

Related to the Craft Tome effect, but rather than conveying a hidden meaning only to those who know how to read it, this effect weaves a subtle logic through the work that will persuade the reader of its correctness. Strong-willed readers are harder to persuade, but those who fail a Willpower roll vs. the author's successes in crafting the work are brought to feel an emotion that the author chose at the creation of the object.

Witchwind

Infernalism: The Path of Screams page 87

Forces 5, Mind 3, Prime 2

The witchwind is summoned by tying thirteen knots into a rope, submerging it in the blood of a black cat and three dead murderers, and then untying the knots. This causes a storm to blow through the area, and wherever the storm passes, the people fall victim to their darkest impulses. To summon it requires at least 15 successes, and if caught in it, anyone needs to make a Willpower roll at difficulty 7 to resist any temptation that they encounter.

Animal Control

By controlling animals, a Mage can often make their lives easier or the lives of their enemies harder. Easier by making sure that animals do what they want, often including reconnaissance. Harder for their enemies by sending swarms of animals to give them problems.

Animal Possession

The Spirit Ways page 92

Mind 4, optional Correspondence 2

Whereas Animal Riding only gives the Mage the animal's perceptions and limited control, Animal Possession allows the Mage to take control of the animal fully.

Animal Riding

The Spirit Ways page 89

Mind 3, optional Correspondence 2

The shaman enters the mind of an animal (Correspondence is required if not within sensory range) and shares its perceptions. The shaman has limited control but must either persuade or overwhelm the animal to make it do anything obviously dangerous.

Bug Off

Book of Crafts page 74

Life 3, Prime 2

The Kopa Loei who know this rote can create a swarm of insects to attack a target.

Horsemaster's Bidding

The Swashbuckler's Handbook page 91

Mind 2

This rote allows the Mage to force a horse to do what they want. In the case of something the horse strongly doesn't want to do, it gets a willpower roll to succeed.

Mono Kahea 'Ai (Shark Call)

Dead Magic 2 page 29

Correspondence 3, Mind 2

With this rote, a Mage can summon a shark from the surrounding waters to come as close to the Mage as it is possible for them to safely swim.

Ratstorm

Orphan's Survival Guide page 125

Correspondence 2, Life 2, Mind 2

With this rote, this Mage can call a swarm of small animals to attack a target, with whichever sorts of animals are common in the area, such as rats in a city and dogs in a desert.

Sedna's Blessing

Dead Magic page 131

Correspondence 2, Mind 2

An Inuit shaman takes advantage of the gift of the woman Sedna, who created seals and whales. She is said to live at the bottom of the ocean after a failed rescue attempt from the husband she was tricked into marrying. The shaman dives into the sea and "combs her hair," the brambles and kelp of the ocean floor. This sends out a wave of calm, summoning seals and whales to the Mage.

Sing to the Whales

Dead Magic page 132

Mind 2

Some Inuit fisherman sing songs reminiscent of whale songs to draw the whales near. By observing some sort of taboo for a week (along with anyone who is to help in the capture), the Mage can draw whales in, making them much easier to hunt.

Attention

Mages, particularly the New World Order, can make things gather attention. The rotes in this section draw the eyes of everyone to the target, whether it's a person or a piece of information.

Divine Aura

Mage: The Sorcerer's Crusade page 270

Mind 2

This rote creates an aura around the Mage that draws all eyes to them.

Fifteen Minutes

Convention Book: New World Order (Revised) page 85

Data 3, Mind 2

The Agent chooses a target and temporarily gives them Fame for the duration, at one day per success. The Fame is usually due to something like a doctored video spreading across social media.

Going Viral

Convention Book: New World Order (Revised) page 86

Data 4, Mind 3

Pushes an idea or fact into the public eye. Similar to Fifteen Minutes, this fact is suddenly everywhere, in videos, on the news, it's almost unavoidable, no matter how trivial it actually is.

Cooperation

Mages, but particularly the Syndicate, can smooth out difficulties and ensure that large groups can work together more effectively. These cooperation tasks are like the ones in Enhanced Combat, but focused on less violent tasks.

An Uncompromising Commitment to Excellence

Convention Book: Syndicate (Revised) page 82

Life 3, Mind 4, Primal Utility 3

Targets of this procedure work harder than they've ever worked before. Successes are spent first up to the highest willpower of all targets, then to duration. Each success after that decreases difficulties in a single Attribute + Ability pool by 1. For every hour spent in this state, each target takes a level of aggravated damage from the physical and psychological strain of working beyond capacity. If one of the workers dies, the Technocrat gains 5 points of Primal Energy.

Targets can roll Willpower at difficulty 8 to resist each time they suffer damage or are asked to do something blatantly self-destructive or Nature-defying. Successes accumulate until they have more successes than the highest Willpower, at which point they break free. Sleepers must spend a Willpower point each roll, but do not gain an automatic success.

Coordination

Guide to the Technocracy page 206

Correspondence 3, Mind 3

By giving every agent on a team a camera, a microphone and an earpiece, a coordinator back at a safe house can see and hear everything that the group does and give orders in real time to make sure that the team is working together even when out of sight.

Karoshi

Technocracy: Syndicate page 46

Life 2, Mind 1, or Life 3, Mind 2

It is possible to work so hard that a person puts their life at risk. This rote allows a Syndicate agent to either do so themselves (lesser version) or to lead others (greater version), and each success lets them go without rest or refreshment for a day.

Workflow

Convention Book: Syndicate (Revised) page 75

Mind 2, Time 3

Successes are divided among the number of people in the team, the duration of the work, and the power of the procedure. Workflow decreases the time between mundane rolls on a project significantly, dividing it by the number of successes put into power.

Disruption

The rotes in this section cause the targets to be unable to focus or complete thoughts.

Delion's Haze

Mage: The Ascension First Edition page 222

Entropy 2, Time 3

By randomly altering time around the victim, the Mage disrupts their concentration so badly that all their dice pools for the duration are bounded by their Willpower.

Destroy Thought

Mage: The Ascension First Edition page 193

Mage: The Ascension Second Edition page 195

Entropy 5

The target has a rational thought or feeling degraded until it is gone. It will often appear as though they have rationalized themselves out of it.

Downward Spiral

Lost Paths: Ahl-i-Batin and Taftani page 42

Mind 3, optional Correspondence 2

Reserved for their reviled enemies, this rote inserts a phrase into the target's mind. This phrase repeats and echoes, bringing up increasing shame, insecurity and self-loathing to the point where it can incapacitate the target, or lead to suicide.

Magdeline's Dynamic Mind

Mage: The Ascension First Edition page 222

Entropy 2, Mind 3

Causes thoughts in the target to become random and incoherent.

The Trip

Book of Shadows page 410

Mind 4, Correspondence 2, Time 2, Entropy 1

The Cultist can use this rote to seize control of a target's mind and cause them to relive some moment of their lives where they were confused, deluded or had significant misconceptions. Correspondence and Time allow the Cultist to see the incident involved directly, both confusing the target and giving the Cultist valuable information.

Dreams

Oneiromancy is the magick of manipulating and interpreting dreams. Some Mages specialize in it, but fairly few pick up much of it. Those that do, however, can use these rotes to get information from the dreamer, manage their dreams or to harm people in their sleep.

Dream Drama

Tradition Book: Order of Hermes (First Edition) page 64

Forces 2, Mind 3, optional Correspondence 2

This rote allows the Hermetic to create an illusion of light and sound that will let them watch the dreams of someone who is asleep. If they are not present, Correspondence is required.

Dream Play

Tradition Book: Hollow Ones (Revised) page 67

Mind 3, Prime 2, Time 2

A Hollow One who works with Dreams can design a scenario, down to intricate details, and then causing a target to experience it as a dream. The user of this rote acts as the director, and in the dream, this takes the form of a play with substantial audience participation from the targets of the effect.

Nightmare Dance

Tradition Book: Dreamspeakers (First Edition) page 67

Spirit 2 or Mind 3, optional Correspondence 2

The Dreamspeaker sends disturbing dreams to someone that they don't like. The Mind version taps directly into the target's fears, whereas the Spirit version calls a spirit such as Night Terror to do it for the Mage.

Illusions

The art of illusion is the art of making people see things that aren't there or see things that are there as something other than what they are.

Delirium

Orphan's Survival Guide page 128

Mind 3, optional Forces 2

The Mage gets themselves into a hallucinatory state, whether through meditation, drugs or other methods, and then sends the hallucinations to a target. Successes determine number of targets as per the following table. With a light-show and music, Forces can be added to gain a success, making it easier to affect groups.

Successes	People Affected
1-3	One or two
4-6	Up to ten
7-10	Everyone nearby
11-15	Small club
16+	Large club

Frame Up

Hidden Lore page 49

Mind 3, Matter 3 or Life 3

The Nephandus can create simple illusions to create among the victim's friends a feeling that they are guilty of something. Matter is used to make physical evidence seem incriminating, Life is used for things such as minor aches, cheeks that have been slapped, or the symptoms of pregnancy.

Holographic Projector

Tradition Book: Virtual Adepts (First Edition) page 62

Correspondence 2, Forces 3, Mind 3, Prime 2

With this rote, a Virtual Adept can project a holograph of themselves. Forces creates the visual and auditory effects and Mind creates other sensory inputs.

IFF

Tradition Book: Virtual Adepts (Revised) page 62

Correspondence 2, Forces 2

Named to reference both "if and only if" (as in, "if and only if you are badly outnumbered") and "identify friend or foe", this Virtual Adept rote copies the image of a suitable enemy and uses Forces to make the Virtual Adept look and sound identical to them. For each success, subtract one from the target's attack roll. This also cancels any previous targeting.

Imaginary Friend

Technocracy: New World Order page 49

Mind 4, Prime 2

The subject of this procedure is programmed to see and hear a fabricated persona that no one else can.

Painting the War Dance

Dead Magic page 29

Matter 2, Mind 2 or Time 2

Using hand-mixed paints to draw images of a story, the Mage channels their own thoughts (Mind) or the past (Time) and the images begin to move, playing out the story being told.

Memory

Memory manipulation is a very serious matter, and important enough that Mages have developed quite a few methods for doing it in various ways. Some Mages, mostly the Technocracy but not exclusively, developed methods for completely altering the contents of a target's memories. Others merely use those memories to accomplish other things or scan them for information.

Behavior Modification Device

Technocracy: Void Engineers page 48

Entropy 3, Mind 4

This Procedure allows the Void Engineers to alter and delete selected memories in the subject.

False Witness

The Swashbuckler's Handbook page 93

Mind 3

Creates a false memory in the target.

High Memory

Digital Web page 99

Mind 3, Entropy 2

This rote takes some information and shuffles it together with random noise in the Mage's mind, rendering it much harder to detect.

Manipulate Memories

Technocracy: Progenitors page 42

Mind 4

The Progenitor can block certain memories with this procedure, often used to let a newly activated clone not remember their death.

Manipulate Memory

Mage: The Ascension First Edition page 207

Technocracy: New World Order page 47 (as Edit Memory)

Mage: The Ascension Second Edition page 211

Mage: The Ascension Revised page 178

Mind 4

With Manipulate Memory, the Mage can alter the memories of the target.

Move to Clone

Technocracy: Progenitors page 42

Mind 5

The Progenitor can transfer their consciousness to a clone body. Note that this is more than just a duplication of the memories, but continuity of experience.

Nostalgia

Tradition Book: Cult of Ecstasy (Revised) page 71

Mind 2 or 3, Time 3, optional Life 2

A Cultist can pull up a memory of some overwhelming stimulus from the target's past. The Cultist can determine a positive or a negative association, but often doesn't have control over exactly what. With Life 2, the target will feel the sensation rather than just remembering it, and with Mind 3 it can be tied to a trigger, letting the Cultist encourage or discourage specific behaviors.

Plausible Denial

Technocracy: New World Order page 46

Mind 3

The New World Order Agent can use this Procedure to induce memory blackouts in a target, forcing them to forget that they witnessed something.

Probe Thoughts

Mage: The Ascension First Edition page 207

Mage: The Ascension Second Edition page 210

Mage: The Ascension Revised page 177

Mind 3

This rote allows a Mind Mage to forcibly dig into a target's mind to pull up memories or to read the subconscious.

Scan Memories

Technocracy: Progenitors page 42

Mind 2

This procedure scans the memories of the target, determining if there is any damage to them, and records it to use as a template for memory transfer to a new body.

Transfer Memories

Technocracy: Progenitors page 42

Mind 3

This procedure transfers memories from one individual into a blank mind.

Worm

Tradition Book: Virtual Adepts (Revised) page 65

Mind 4, optional Entropy 2 or Time 2

This Cypherpunk rote is designed to erase sensitive information from the Virtual Adept's brain, without damaging personality, Sphere knowledge or general skills. Mind 4 is all that is needed to guarantee erasure, but Entropy or Time is used to make sure nothing else is erased by accident.

Mind Control

Mind control is one of the most devastating things that a Mage can do to another person. Someone manipulated to this extent may never recover from it psychologically. That said, Mages just can't seem to stop doing it. From the Technocracy's Room 101 which can completely overwrite a prisoner's personality and paradigm, to the Chorus using versions of mind control to win arguments.

Alter Paradigm

Technocracy: New World Order page 51

Mind 5, Entropy 5

Through extensive indoctrination and torture, the New World Order can break down the basic beliefs a target has about how the world works and build up a new paradigm inside them, almost always the Technocratic worldview.

The Blissful Disciple

Mage: The Ascension First Edition page 226

Mind 4, Forces 3, Prime 2

This rote is used to shock a target (see Discharge Static) whenever they think a certain thought.

Consuming Thought

Hidden Lore page 13

Mind 3, Prime 2

This rote creates a thought in the target's mind, and forces it constantly to the surface, so that it is the only thing that the target can think about, without an act of Willpower.

Create Drone

Technocracy: New World Order page 44

Entropy 5

When Mind Control and Social Conditioning and even Indoctrination can't break a target, some New World Order Agents will instead degrade their minds to the point where they are only capable of the simplest tasks.

Create Mind

Mage: The Ascension Revised page 179

Mind 5

With this effect, the Master of Mind can create an entirely new conscious mind. This can be used to create

artificial intelligences in computer systems, to grant intelligence to animals, or to give an "empty" body a consciousness.

Deprocessing

Technocracy: Void Engineers page 45 (as Adjust Conditioning)

Convention Book: Void Engineers (Revised) page 85

Mind 4, optional Prime 2

This Procedure removes standard Technocratic Conditioning, essential for Void Engineers, especially in other Dimensions. This requires twice as many successes as the target's Willpower + Conditioning. With Prime 2, each success acts as a die of countermagick against any Procedure the subject attempts that is motivated by Conditioning, including those that interfere with the Deprocessing.

Destructive Paranoia

Technocracy: New World Order page 50

Mind 4, Entropy 2, Prime 2

After extended indoctrination (at least a week), the subject believes that they are dramatically more persecuted than they actually are, leading to paranoid delusions and further complications of mental illness.

Hypernarrative Influence

Convention Book: Syndicate (Revised) page 74

Mage: The Ascension 20th Anniversary Edition page 603

Mind 3, optional Entropy 2

An effective agent who understands common narratives in pop culture can take advantage of a situation and force those nearby to play along. By grabbing a hostage, can force a hostile to demand they "let the girl go" rather than shooting, can trick a group into splitting up to "cover more ground," etc.

Impulse Purchase

Guide to the Technocracy page 215

Mind 3 or Mind 2, Prime 2

There are two versions of this procedure, both of which make use of Enlightened Marketing techniques to persuade people to buy things that they don't need. With Mind 3, it can cause a single person to buy something at a store. With Mind 2 and Prime 2, it can be used to make a store more conducive to impulse purchases in general.

Internal Obligation

Tradition Book: Akashic Brotherhood (Revised) page 68

Mind 4 or Life 3, Prime 3, Time 4

Using acupuncture, the Akashic ensures that the target will experience a specific response whenever a certain event occurs. The target must do what the conditions require whenever this event occurs, whether it's controlling actions and memories through Mind or directly manipulating the body with Life.

Maikai (The Seaward Pull)

Dead Magic 2 page 28

Mind 3

The target of this effect gains the urgent need to be in the ocean, swimming as far out as possible. Without aid of some sort, this will result on most targets drowning.

Manchurian Candidate

Technocracy: New World Order page 47

Mind 5

With this level of Mastery, a New World Order Agent can program a target to perform a series of actions on command.

Mind Rune

Dead Magic 2 page 101

Mind 4

With the Mind Rune, a Mage can take control of another person's mind, as with Possession or Manipulate Memories.

Morpheus's Kiss

The Swashbuckler's Handbook page 93

Life 2, Mind 2

Puts a target who wants to sleep, at least a little bit, to sleep.

Nervous Control

Technocracy: Progenitors page 44 (as Control Nerves)

Convention Book: Progenitors (Revised) page 74

Forces 3, Life 3

With a controlled electronic pulse guided by intimate knowledge of neurology, the Progenitor may compel someone to repeat an action, to feel intense pain, or to feel no pain whatsoever.

Possession

Mage: The Ascension First Edition page 207

Mage: The Ascension Second Edition page 210

Mage: The Ascension Revised page 178

Mind 4

This rote allows the Mage to exert direct control over the target, forcing them to behave in a way according to the Mage's will.

Processing

Convention Book: New World Order (Revised) page 86

Mind 5, Prime 2

Using extreme situations: loud music, straps, holographic projectors, acupuncture needles, etc. (for instance, as in *A Clockwork Orange*), over the course of a week a New World Order agent can completely rebuild the mind of the target, bending it to their will. Not being a blank slate, this leads to massive psychological scarring, a high suicide rate and other adverse side effects. Furthermore, in times of massive stress, the player of such a character can spend a point of Willpower for the character to return to their original personality for a single turn, though they cannot act against the Union.

Programming

Guide to the Technocracy page 214

Mind 3

Through careful effort, a New World Order Agent can brainwash a person (or a group if they have trained together). With more successes than the Willpower of the target (or highest among targets), the Technocrat can give a one sentence verbal command to their target.

Psychic Intrusion

Technocracy: New World Order page 45

Mind 2

This procedure weakens the resolve of the target of an interrogation, decreasing the target's temporary Willpower by one per success.

Purge Thought Crime

Guide to the Technocracy page 215

Mind 3, Prime 3

By Conditioning someone with this Procedure, a Technocrat can prevent them from thinking along certain lines, establishing a block. The more detail to be blocked, the more successes are necessary.

Random Impulse

Book of Shadows page 141

Mind 4, Entropy 2

The target loses control of their mind for a five-minute increment per success. The Mage may attempt to direct their actions, once per success spent on this, but the target can resist control with Willpower at difficulty 7. Otherwise, the target's actions are random, as their mind has been scrambled and invested with chaotic energy.

Recant

Book of Crafts page 103

Entropy 2, Mind 2

This rote is used by the Knights Templar to stamp out heresy before it grows too large. If someone is a true believer in something, this will not work, but it can channel someone's thoughts down more agreeable avenues, allowing them to be persuaded away from an idea they are exploring.

Re-education Mode

Hidden Lore page 53

Mind 4, Time 3, Prime 2

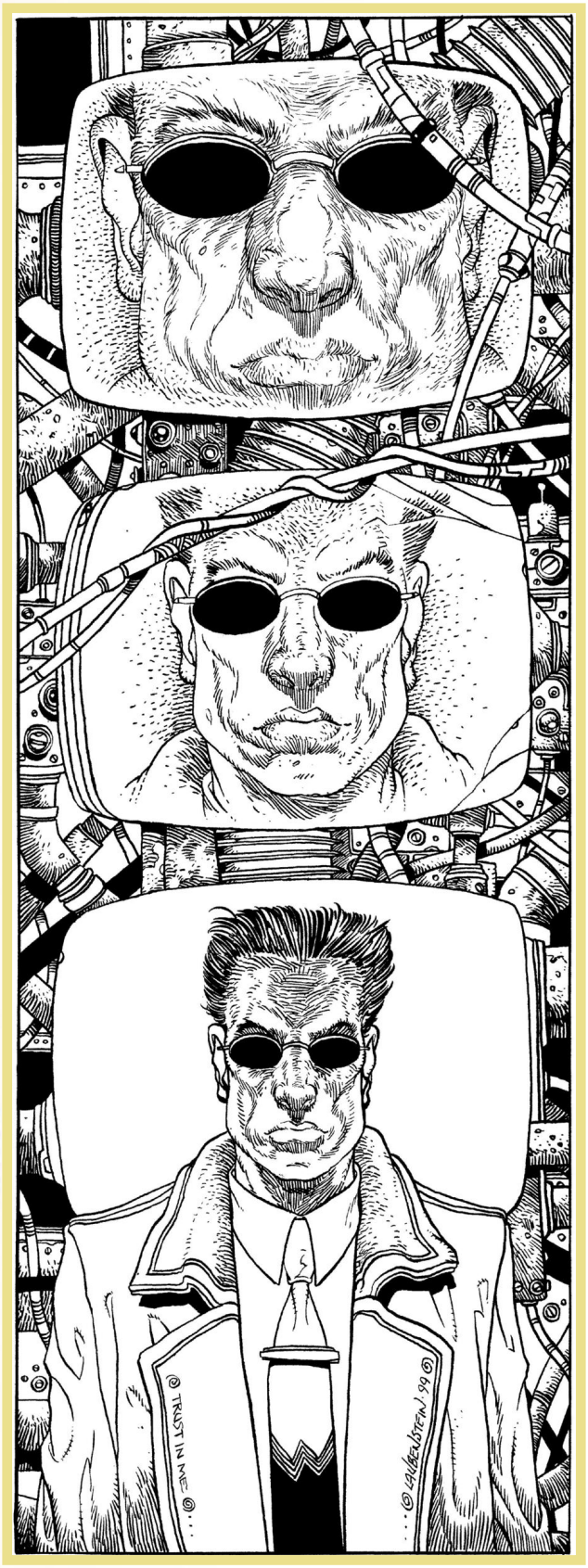
A Technocratic variant on The Moment that Stretches, the New World Order performs this procedure on an unwilling victim. They can use it to paralyze the victim and force them to experience long stretches of mind-numbing boredom in a much shorter period of actual time.

See the Light

Tradition Book: Celestial Chorus page 65

Mind 3, Entropy 3 or Entropy 5

With Mind and Entropy, the Mage disrupts the thoughts of their target, making their reasoning weak and bringing their insecurities to the fore. With the



Entropy only version, thoughts are destroyed directly for the same effect.

Self Possession

Lost Paths: Ahl-i-Batin and Taftani page 91

Mind 4

By repeating in their head, a phrase, mantra, poem or song that the Taftani feels embodies who they are, they train their mind to keep it on loop in the back of their mind, endlessly. This provides protection against possession and mind-control, allowing this pocket of the Taftani's confirmed nature to attempt to take control of any intruder in the Mage's mind.

In effect, the Mage gains Willpower points for the purpose of fighting off mind control equal to the number of successes put into strength of the effect, and the invader is at -3 on all attempts to control the Mage.

Furthermore, the Mage may attempt to counter-possess any entity that possesses them (as in the Possession rote) and may do as they wish with the invader, including holding them prisoner in their mind or just booting them out.

Sinner's Redemption

Order of Reason page 109

Mind 5

This rote is extremely difficult but has incredible potential. If successful, the Mage can restructure the fundamental belief system of the target, changing their Paradigm, their notions of right and wrong, anything. Each day, a contested Arete roll at difficulty 9 is made. If the inquisitor can accumulate more successes than the target's permanent Willpower, the change is permanent.

Social Conditioning

Technocracy: New World Order page 46

Guide to the Technocracy page 214

Mind 3, Prime 2

This Procedure allows the New World Order Agent to increase the Social Conditioning of another Technocrat. For details, see Mage: The Ascension 20th Anniversary Edition pages 605-607.

Soul Shaping

World of Darkness: Outcasts page 90

Spirit 5, Mind 4, Prime 3

The Hollow One response to things like Room 101, this rote pushes the soul of the target out of their body, makes alterations, and returns it. One success can change their view of a person, five allows them to be almost completely rewritten, such as turning a Technomage into a Mystic, or even changing their Essence.

Temple Gongs

Hidden Lore page 52

Forces 4, Matter 4, Mind 4, Life 3, Prime 2

This rote rings a gong loudly and then transforms people nearby into monks via Life and Mind brainwashing.

Ultimate Argument

Order of Reason page 80

Mind 3

With this rote, a Mage can talk almost anyone into almost anything. With a number of successes equal to the target's temporary Willpower, an unsuspecting target can be persuaded. If the target resists, they get to roll Willpower to defend.

Welcoming the Jester

World of Darkness: Outcasts page 91

Mind 4 or Entropy 2, Mind 2

The Mage causes the target to act in a preposterous manner, rational thought disappearing for the duration. The target will then insult anyone who has offended them and embrace anyone who they find attractive. Essentially, it removes the target's filters.

Willful Binding

Tradition Book: Verbena (Revised) page 69

Mind 4

Verbena often believe that so long as a person does no harm, they should be free to do as the will. However, when it comes to enforcing this on others, they tend to consider that fair game.

With this rote, the Verbena can give a target a command and the target is unable to violate this command. Optionally, spending Willpower would allow them to overcome the binding for one round. This command can be as broad or specific as the Mage chooses.

Appendix: Expanded Rules

Dramatic Tension

There is a certain tension between the mechanical systems of Mage and aspects of the flavor when it comes to rotes. In **Mage: The Ascension 20th Anniversary Edition**, on page 529 it says that "Rules-wise, a rote is simply an Effect that your character has used before or learned from someone else." It provides very brief systems for learning rotes, but these add a difficulty without offering up any benefit.

It also indicates that rotes are the tried and true methods, the deeply researched and practiced spells and procedures of the Mage world. This suggests that there should be enough benefit for a character to study under a Mage who knows a rote that they don't, or to raid an enemy for their magickal knowledge more precisely than just books on the Spheres.

The optional rules included in this appendix offer up systems for rotes to incentivize this behavior. They offer several possible benefits for learning a rote and will also encourage characters to develop a signature style, where there are a set of tricks that they use on a regular basis. This goes for NPCs as well and gets good results when combined with careful attention paid to Resonance and Synergy, adding another dimension to a character's realization that an old enemy or friend has been where they are.

Rules

Under these rules, a rote is a carefully honed formula for an effect that has been tested and established deeply within a given focus.

To buy rotes, a Mage has a pool of *rote points* which can be obtained at a rate of 5 rote points for 1 experience point. At creation, a character has 10 rote points, and 3 rote points can be bought for one freebie point, though no more freebies may be spent on this than the characters Mentor + Library score, they need to learn the rotes from somewhere!

Actually, learning a rote requires either a teacher, a book that contains the rote or substantial time to practice and refine the effect, almost certainly within a sanctum (vulgar rotes refined outside of a sanctum should come with hefty amounts of paradox).

Aside from avoiding the fast-cast penalty, which all rotes do automatically, the biggest advantage that a rote has is that, when created, the Mage chooses its primary

Rote-Only Effects

Some effects are complex and powerful enough, or just inflexible enough, that they can only really be case using a rote. In these cases, a Mage trying to codify such an effect into a rote must spend double the rote points to do so from scratch. Some rotes that are recommended to not be possible without deep research or finding a detailed explanation as to how to perform them include:

- Lichedom
- Gilgul
- Holy Union
- Iron Avatar/Avatar Form/Deity Form
- Other very culturally specific effects

sphere and uses Arete + Sphere to cast the rote, rather than just Arete, resulting in a larger dice pool and more powerful magick.

The base cost of learning a rote is the total number of sphere levels involved in the rote. The final cost of a rote will also include any mechanical benefits that the character wishes to build into it, and several options are:

- Improved Casting: -1 difficulty to casting for 3 x New Level rote points
- Backlash Resistance: +1 difficulty on backlashes for 4 x New Level rote points
- Stabilized: Negate one permanent Paradox from the rote for 5 x New Level rote points
- Penetration: +1 difficulty on target's countermagick for 3 x New Level rote points
- Reinforced: One botch die is considered a failure instead for 4 x New Level rote points
- Strengthened: One automatic success for 5 x New Level rote points
- Specialized: May reroll 10s for 3 rote points

To define a rote, first a Paradigm, a set of Practices and a set of Instruments must be chosen. A Mage can only learn rotes whether they have overlap in at least one of these things. If the only overlap is at the Paradigm level, the rote costs three times as much. If only at the Practice level, twice as much. Rotes are normal cost if they share instruments with the Mage.

Next, the precise effect is defined, along with the precise method for casting it. Sphere levels are determined, and whether the rote is Vulgar or Coincidental. Then any add-on bonuses are added, each can be bought up to three times. Sometimes, a rote will require special abilities to use, such as Do or knowledge of a language.

After being learned, the rote can be changed by the Mage putting in similar effort. To change a rote requires half of the rote points spent to get the rote (rounded up) plus the difference between the cost of the original rote and the new rote.

Example

To illustrate this, as an example, a fairly typical Hermetic rote, lightning bolt.

Creo Fulmen

Compatible Paradigms: Turning the Keys to Reality, A Mechanistic Cosmos

Compatible Practices: High Ritual Magick, Elementalism

Compatible Instruments: Circles and Designs, Wands and Staves, True Names, Elements

Spheres: Forces •••, Prime ••

Dice Pool: Arete + Forces

Description: This rote involves most of the work being done up front. The Mage must first find wood from an oak tree that has been split by lightning. Then, a piece of that wood is laid inside of a ritual circle while the True Name of the Angel of Lightning, Baraqiel is recited as part of a complex ritual. Once this is done, the wood is carved by the Mage who will use it into a wand. In the moment, the Mage needs merely to point the want at their target and speak the phrase "Creo Fulmen" to create the lightning. This rote does two dice per success devoted to damage on the Arete + Forces roll plus one additional die of aggravated damage and must devote one success per target. The damage is divided evenly among the targets.

This rote has Backlash Resistance • and Improved Casting • and Strengthened •.

This rote costs 17 rote points to learn for a Mage with appropriate instruments.

Later, say the Mage realizes that their opponents tend to have countermagick. Also, they would like to be able to target people who they don't have line of sight with. The new version of the rote adds Correspondence •• and Penetration •. To upgrade the rote requires 9 rote points from half of the original cost, plus 2 for the Correspondence and 3 more for Penetration, giving a cost of 14, or just under 3 XP.

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Over the last twenty-five years of Mage: The Ascension, spells have been scattered like treasure through the pages of multiple books and supplements, adding depth and texture to the World of Darkness. These small gems have given us peeks over the years at how the Traditions, Technocracy and Crafts not only construct their effects, but how a Mage's Paradigm works in the most practical sense.

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